









GIORGIO TINO

SOFTWARE ENGINEER

PERSONAL INFO

-  **DATE OF BIRTH**
Oct 09, 1981
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PROGRAMMING

Objective C PHP Java C# Python C++
C Ruby SQL Javascript HTML CSS
iOS Android MacOS Windows Linux
Unity Cocos2d AngularJS Laravel

SOFTWARE & TOOLS

git svn p4 JIRA github bitbucket
Blender Photoshop Flash Illustrator
TexturePacker Jenkins Confluence

SKILLS

Leadership Agile SCRUM GitFlow

LANGUAGES

Italian English Spanish Japanese

ABOUT ME

I love to create video games, from the higher architectural level to the lowest OpenGL call, from the big artistic picture to the color of that small pixel. Platforms, languages and operating systems are just bricks to create worlds, and I love the challenge of leading teams to develop games on all of them. Give me pixels, I'll take care of the rest.

WORK EXPERIENCE

- 2019 - now ● **BAD SEED**
LEAD SOFTWARE ENGINEER
 - Developer for Pizza Empire, a mobile game for Android and iOS (Unity, C#, JS, PHP, Python, PlayFab) and other mobile titles.
 - Nintendo Switch porting of Sleep Attack, a tower defense game
 - Setup and maintenance of internal Tools, CI System, Web Servers
- 2018 - 2019 ● **PIXELBERRY STUDIOS**
SENIOR SOFTWARE ENGINEER
 - Developer for Pixelberry's mobile game Choices on Android, iOS and web clients (Cocos2d-x, C++, JS)
- 2017 - 2018 ● **NEXON M**
SENIOR SOFTWARE ENGINEER
 - Developer for the internal analytics library on iOS (Objective C), Android (Java) and Unity3D integration (C#)
 - Web client interface developer for internal analytics and segmentation tools (AngularJS)
- 2012 - 2016 ● **GREE INTERNATIONAL**
LEAD SOFTWARE ENGINEER, ENGINEERING MANAGER
 - Engineering manager for War Of Nations (iOS)
 - Lead Software Engineer for War Of Nations (iOS)
 - Software Engineer for Alien Family (Unity3D)
- 2010 - 2012 ● **NIHILISTIC SOFTWARE**
SENIOR SOFTWARE ENGINEER
 - Developer for Sorcerers of The Magic Kingdom (C#, XNA)
- 2009 - 2010 ● **EVOLIUM**
SENIOR SOFTWARE ENGINEER
- 2006 - 2009 ● **CACE TECHNOLOGIES**
SOFTWARE ENGINEER

EDUCATION

- OCT 2009 - JUN 10 **DISEÑO Y CREACIÓN DE VIDEOJUEGOS**
UPC Universitat Politècnica de Catalunya BarcelonaTech
Master in videogames design and development
- SEP 2003 - NOV 05 **MASTER DEGREE**
Politecnico di Torino
Second level degree in computer engineering. 110L/110
- SEP 2000 - JUL 03 **BACHELOR DEGREE**
Politecnico di Torino
First level degree in computer engineering. 107/110