

ALBERTO TAIUTI

26 Royal Apt., 15 Union Street, Dundee, DD1 4BN, UK
Telephone No: 00 44 (0)799 928 6100
Email: info@albertotaiuti.com

Date of Birth: 14 September 1994
Full clean driving license
LinkedIn: <http://lnkd.in/b38wyqB>

PORTFOLIO

<http://www.albertotaiuti.com> (open for detailed achievements)

CAREER PROFILE

A creative and enthusiastic **Game Programmer** committed to a career in the games development field, I have excellent communication skills, both oral and written. Capable of **working within a team proficiently, or on own initiative** as required and of achieving pressurised workloads within tight deadlines.

TECHNICAL SKILLS

- Strong 3D Mathematics and good numeracy skills including analytical and problem solving.
- High proficiency in C/C++, Software Engineering and Graphics Programming.
- Good knowledge of Actionscript, Flash, and interpreted languages (e.g. Python).
- APIs: Vulkan, OpenGL (GLSL) 3/4, D3D 11 (HLSL), OpenCL, GLM, POSIX threads, GLFW, SDL, STL, boost.
- IDEs & Development Software: Vim, MS Visual Studio, gdb, gcc.
- Cross-platform development with CMake, experience in working on Windows and Linux, Linux terminal.
- Engines: Unreal Engine 4 (C++ & Blueprints), Unity.
- Source control (GIT, SVN), Continuous Integration and Development knowledge.
- Network programming (Multiplayer games network architecture, Winsock, TCP/IP).
- Experience with debugging, profiling, graphics debugging.
- Basic knowledge of PS4 and PSVita architecture.

WORK EXPERIENCE

Sept 2015 - Aug 2016

Game Programmer, Bluedoor Games, Dundee, UK

Worked in self-formed team of students with Unreal Engine 4 on own game *Among The Stones*. Developed main mechanics, custom physics behaviours and ad-hoc materials. Took part in and won DARE To Be Digital, nominated for BAFTA.

June - Sept 2015

Intern Software Engineer, Codeplay Software Ltd, Edinburgh, UK

Development of internal use multiplatform graphical tool in OpenGL 3.x. to compare and show the differences between two input raw data images produced using OpenCL. Responsible for presenting periodical reports on development status. Delivered a 20-minute talk about my work to the company at the end of the internship.

June - Sept 2014

QA Intern, YoYo Games Ltd, Dundee, Scotland, UK

Developed LAN tech demo multiplayer videogame using GameMaker Studio to show the networking functionalities of GameMaker. Worked on various engine releases/major feature, responsible for presenting periodical reports on development status. Delivered a 15-minute presentation to whole studio showing completed tech demo.

May - Aug 2012

Digital Developer Intern, Toplan, Vinci (Florence), Italy

Worked on web-based security, anti-theft software capable of locating a laptop. Responsible of 2 other interns, and of presenting periodical reports on project status. Also developed internal-use Perl web-based accounting software.

SELECTED PORTFOLIO ITEMS

Vulkan Deferred Renderer & Visibility Buffer Renderer

<http://bit.ly/2j542pW>

3D scene with Z-buffer position reconstruction, HDR & tonemapping, SSAO, variance shadow maps.

DARE Winner, BAFTA-Nominated 3D Puzzle Platformer

<http://bit.ly/2jeFeOx>

Team project, used Unreal Engine 4. Role: Game & Graphics programmer. Used C++ interface, exposed Blueprints.

OpenCL Raytracer

<https://git.io/vaqz4>

GPGPU application in OpenCL; part of university coursework during my second year.

Custom Memory Allocators in C++ & Threadpool in C

<https://git.io/vaqu5> & <https://git.io/vaqzv>

Linear, stack, double-ended, pool allocators & C POSIX threads threadpool. Mentorsihp of industry veteran.

Actionscript 3 2D Platforming Game

<https://git.io/vMqJz>

Custom AS3 framework, raw bitmap targets manipulation, custom events system; university coursework.

DirectX 11 Graphics Application

<https://git.io/vaqza>

Sponza model rendering in DirectX 11 with custom framework & ad-hoc model loading system; university coursework.

Component-based System & 3D OpenGL Scene

<https://git.io/vaqzo>

3D OpenGL scene with volumetric shadows, model loading & raycasting; custom component-entity-system framework.

EDUCATION & QUALIFICATIONS *(diplomas provided upon request)*

Sept 2013 - Present **BSc (Hons) Computer Games Technology**
The University of Abertay Dundee

- Relevant covered content: Linear Algebra, Calculus, Mechanics, Profiling, Actionscript.
- Average grades: A+.
- Predicted graduation degree: First Class.
- Elected Class Rep in 1st, 2nd, 3rd and 4th year.

Sept 2008 - June 2013 **Istituto di Istruzione Superiore IIS Ferraris – Brunelleschi**
Empoli, Florence, Italy (High School)

- Italian Diploma di Esame di Stato – 100% accurate in Software Engineering, Systems Communication & Networking, Electronics Engineering.
- Elected Class Rep in 5th and 4th year.

HONORS AND AWARDS

- **August 2016:** DARE To Be Digital winning team, BAFTA Nomination
- **October 2015:** A D D McKay Senior Prize, Best student in mathematics, The University of Abertay Dundee
- **October 2015:** Alexander D G Kydd Prize, Best student of year 2, The University of Abertay Dundee
- **August 2015:** IGDA GDC Europe and Gamescom Scholarship Recipient
- **October 2014:** A D D McKay Senior Prize, Best student in mathematics, The University of Abertay Dundee
- **June 2013:** Best student of the High School, Certificate of Merit, Rotary Club Empoli, Florence, Italy

TEAM WORK AND INDUSTRY EXPOSURE

- Helped at Raspberry Pi programming workshops for kids with team of university students.
- Showcased own team's games at EGX in Birmingham and DARE To Be Digital, successfully published games on the Android Play Store.
- Attended GDC, GDC Europe, Gamescom and EGX.
- Responsible for organizing and managing volunteer staff team at numerous games industry events in Scotland.

INTERESTS

- Videogames, including reading game development and software engineering books, blogs and articles.
- Active IGDA Scotland volunteer.
- Member of P2P scheme which helps new students settle in.
- Member of Rowing Team for many years, keen member of University Karate Club.
- All outdoor pursuits. Currently active snowboarder and passionate mountain-hiker.
- Playing the guitar and overseas traveling, sightseeing and exploring new cultures.

REFERENCES:

Names and addresses of business and academic referees provided upon request.