Giorgia Tedde

Savona, Liguria, Italy (Open to relocation)

giorgiatedde@hotmail.com | +39 349 115 5000

GitHub | LinkedIn

Professional Summary

Unity gameplay programmer with 7+ years in production. Shipped and maintained player-facing features on live mobile titles with 100M+ downloads at **Miniclip Italy**. Currently leads Unity development on **Chimera**, an indie PC/console turn-based RPG: combat systems, tactical AI, an Addressables-based level-streaming pipeline, and editor tooling for designers.

Strong at turning design intent into stable, performant gameplay profiling on real hardware,modular C# architecture, and online integration (Erlang/AWS) in production environments.

Core Skills

Gameplay programming: combat, movement, AI, abilities, game feel
Unity (C#): animation, physics, Scriptable Objects, tools, live titles
Performance: CPU/GPU profiling, memory, 60 fps targets on mobile
Multiplayer & networking: client–server, production integrations
System design: modular, data-driven, event-driven architecture

Professional Experience

Software Developer | Elco Cairo Montenotte, Savona, Italy | 2025 – Present

• Lead a small engineering team; deliver and maintain JavaScript-based web applications for hospital and healthcare environments.
• Work primarily in JavaScript across the product (frontend/backend).

Lead Gameplay Developer | Chimera (turn-based RPG, PC/Console) | in development
Independent team (5 developers) | 2024 – Present

Own end-to-end Unity gameplay: turn-based combat, ability systems, and tactical enemy AI decisions that define how the game plays moment-to-moment.
Built a designer-facing level-authoring pipeline: designers compose dungeon/world scenes in-editor, data exported to ScriptableObjects, then streamed at runtime via Addressables only the required map slice loads, keeping memory and frame budget under control.
Implemented distance-based LOD: near-player assets resolve first at full detail; farther content steps down to medium/low variants, keeping the immediate area sharp and distant views cheap on target PC/console hardware.

Built editor tooling that removes programmer bottlenecks from combat design and tuning iteration designers can test and balance without engineering intervention.

Game Software Developer | Miniclip Italy | 2021 – 2025

Basketball Stars (100M+ downloads)
• Shipped and maintained gameplay and UI-facing features for a high-traffic live title.
• Client–server and online feature work; contributed to game feel, responsiveness, and polish.
• Profiling and fixes for frame time and stability on production builds.

Cricket League (100M+ downloads)

• Optimised gameplay and networking-related paths for low/mid devices and live conditions.

Core stack:

- Shipped and maintained gameplay and UI features on high-traffic live titles; accountable for player-facing behaviour in production, not prototype work.
- Delivered client–server gameplay integrations and online feature work under live constraints using an Erlang/AWS backend stack.
- Drove profiling-led improvements to frame time and stability on production Android/iOS builds, with emphasis on low/mid-tier devices for Cricket League's global audience.
- Collaborated across art, design, and QA to land features matching design intent in-game; maintained releases on always-on titles.

Independent Game Developer (published titles) | 2018 – 2019

• Platoon: 2D card game (Android) Apps on Google Play
• 15-o-matic: 2D puzzle game (Android) Apps on Google Play
End-to-end gameplay, UI, optimisation for low-end devices; solo/small team ownership.

Full Stack Developer Mesa Consulting | July 2019 – June 2021

• Backend software development using **C#**
• Frontend development using **AngularJS**
• Design of **database architectures using Liquibase**
• Technical documentation development using **Microsoft Azure systems**

Software Engineer Movendo Technology | April 2018 – July 2019

• Backend development for the **Hunova application** using **Python**, **SQLAlchemy**, and **Marshmallow**
• Frontend development using **Angular**, **HTML**, and **TypeScript**
• Development of **QML pages** for the Hunova robotic rehabilitation machine
• Development of **interactive videogames** for the Hunova device using **QML and JavaScript**
• Development of **Shell tools** used for automated testing on the Hunova machine

Technical Skills

- Unity/C#, 7+ years in production
- Addressables (runtime streaming, on-demand level loading)
- ScriptableObjects (data-driven architecture, designer-facing workflows)
- Cinemachine · LOD / distance culling · Unity Profiler & Memory Profiler
- Animation Rigging / Animator · URP · Physics · UI Toolkit / uGUI
- Editor scripting (custom inspectors, editor windows, tooling pipelines)
- Unity Test Framework · automated testing in Unity

Production & Infrastructure

- Erlang, AWS: client–server gameplay integration (Miniclip production stack)
- Git · Azure DevOps CI/CD
- Mobile profiling: Android/iOS low/mid-tier device optimisation

Other Languages

- JavaScript (frontend/backend, current role at Elco)
- C# Dotnet (backend, Mesa Consulting)
- Python · Angular/TS (Movendo Technology)

Education

B.Sc. Computer Engineering | University of Genoa | 2018

Published Games & Links

Basketball Stars: Multiplayer on Google Play
Basketball Stars: Multiplayer on App Store

Cricket League on Google Play
App Cricket League on App Store

Platoon on Google Play
15 o Matic on Google Play

Languages

Italian: Native

English: Professional fluency (daily use: code reviews, design docs, cross-team work)

Japanese: Basic (Currently Studying)

Organizational Skills

Good organizational and development skills in **video game development with Unity**, as well as **web and Android application development**.