

# Alessandro Puddu

Senior Unity Engineer

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Games, VR & Real-Time 3D

## PROFILE

Senior Unity Engineer with 5+ years delivering **commercial games, enterprise real-time 3D applications**, and **confidential client products**. A pragmatic Unity generalist who can take ownership of unfamiliar codebases, solve problems across gameplay and platform layers, and ship maintainable systems for **PC, WebGL, VR/XR, and mobile**. Available for selected long-term international engagements, embedded senior roles, project rescue, and end-to-end feature delivery.

## SKILLS

- **Unity & Platforms:** Unity, C#, PC, WebGL, mobile, OpenXR, XR Interaction Toolkit, Addressables, cross-platform porting, profiling, optimization.
- **Gameplay & Simulation:** Gameplay systems, NPC behavior and game AI, state machines, physics and simulation, input, UI, animation, IK, rendering and shaders.
- **Architecture & Tooling:** Async workflows, modular state management, platform strategies, persistence, custom editor tools, diagnostics, testing, production debugging.
- **Networking & Integrations:** Unity Netcode, Mirror, REST APIs, WebSockets, SSE, authentication, streamed audio, real-time service integration.
- **Full Stack & Workflow:** TypeScript, Node/Express, Next.js, Prisma, PostgreSQL, technical documentation, code review, AI-assisted engineering workflows.

## EXPERIENCE

- **Independent Senior Unity Engineer** Remote / International  
*Solid Code Interactive* December 2025 – Present
  - **Squire Games — Unity Lead (Contract)** March 2026 – Present  
Lead architecture and hands-on delivery for a confidential cross-platform Unity product, owning technical direction across runtime systems, XR, networking, tooling, and supporting service integrations.
  - **Sandbox VR — Unity Developer (Contract)** May 2026 – Present  
Contribute to *RaceClub*, a Unity VR product, with primary responsibility for UI Toolkit integration across runtime menus and HUD systems, plus gameplay feature delivery. Implement cross-device input and feedback flows, VR state fixes, and data-driven gameplay/UI behavior.
- **Capgemini Engineering** Bologna – Remote  
*Unity Software Engineer (R&D)* October 2023 – February 2026
  - Diagnosed and refactored CPU-heavy physics and simulation systems to achieve stable real-time performance on constrained target hardware.
  - Engineered Addressables-based content delivery to decouple assets from application releases and support secure on-demand loading.
  - Delivered confidential WebGL and VR applications with in-app authoring tools, real-time multiplayer, and platform-specific interaction models.
  - Ported content and runtime systems across WebGL, mobile, and VR constraints; built node-based editor tooling and optimized persistence for browser limits.

- **Camera Interactive** Remote  
*Game Programmer* March 2021 – September 2023
  - Contributed to the commercial Action-RPG *Alaloth: Champions of the Four Kingdoms*, shipping production gameplay and UI features for PC.
  - Developed in-engine tools for asset validation and world management, replacing repetitive manual production operations.
  - Implemented gameplay loops, inventory and skill systems, narrative events, UI architecture, and production fixes in close collaboration with design and QA.

## SELECTED PUBLIC PROJECTS

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- **Alaloth: Champions of the Four Kingdoms** — Steam / PC, Game Programmer, 2021–2023. [Steam]
  - Shipped gameplay systems, UI architecture, narrative events, inventory and skill features in a commercial Action-RPG codebase.
  - Built asset-validation and world-management tools and supported production issue resolution with design and QA.
- **Apocalypse Rangers** — PC / Online, Gameplay & Network Programmer, 2020–2021. [Trailer]
  - Built Mirror-based client-server multiplayer and online gameplay systems.
  - Implemented custom HLSL toon and terrain rendering; New Game Designer 2020, 3rd Place Online.
- **Hell for One** — PC / RTS Hybrid, AI & Gameplay Programmer, 2019–2020. [Itch.io]
  - Designed NPC decision logic with state machines, steering behaviors, and reusable gameplay actions.
  - Implemented scalable battle spawning and coordination; New Game Designer 2020, 1st Place Offline.
- **RuNeglect** — Microsoft HoloLens, Sole Developer, 2018–2019.
  - Built a rehabilitative AR thesis application using spatial mapping, object pooling, and room-adaptive gameplay.

## ENGAGEMENT STRENGTHS

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- **Codebase ownership:** map unfamiliar systems quickly, identify delivery risks, add diagnostics, and leave decisions understandable to the team.
- **Embedded collaboration:** work directly with product, design, art, and QA while remaining hands-on with architecture and implementation.
- **Cross-platform delivery:** separate platform-specific input, UI, rendering, persistence, and performance concerns across WebGL, VR, desktop, and mobile.
- **End-to-end problem solving:** move from Unity runtime work into editor tools, networking, APIs, authentication, or data systems when the product requires it.

## EDUCATION

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- **Università degli Studi di Milano**, Master's Coursework in Computer Science 2019–2021  
 Advanced graphics, real-time rendering, artificial intelligence, and game development.
- **Università degli Studi di Milano**, B.S. in Computer Science 2019  
**Thesis:** Development of an AR application for rehabilitation in hemispatial neglect (Microsoft HoloLens).

## LANGUAGES

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- **Italian:** Native **English:** Professional working proficiency