

Alfredo Russo

Game Developer

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🔄 alfredorusso

I'm a computer scientist with a strong passion for videogames and their development. Seeking inspiring opportunities to gain experience in the computer science industry and contribute to exciting and innovative projects.

🧠 SKILLS

Unity

C#

Git

Github

C++

Java

Python

📁 PROFESSIONAL EXPERIENCE

Nordcurrent

Game Developer

Apr 2025 – present

Vilnius, Lithuania

I work on developing and implementing core gameplay mechanics using Unity, collaborating with the team to create engaging and well-balanced game systems.

Develop-Players

Game Developer

Jul 2023 – Mar 2025

Cesena, Italy

At Develop-Players, I worked as a Game Developer, primarily using Unity to create and enhance various game projects. My role involved designing and implementing core gameplay mechanics, optimizing performance, and ensuring a seamless player experience. Additionally, I developed custom tools within Unity to streamline the game development process, which improved efficiency and productivity for the entire team.

📁 PROJECTS

Face parameterization through neural networks

Oct 2024

My master's thesis project, developed at the University of Milan.

- This project has the goal to train a neural network with synthetic data and understand how it works with real-world data. To understand if this approach can work, the task of create a 3D face model from a 2D image is explored.
- More information about it can be found at this page [🔗](#).

Cuda L-system

Sep 2023

Project developed for the course of GPU Computing at University of Milan.

- This project has the goal to extends the classic L-system formalism through the use of the GPU enabling concurrent execution.
- For more details about it visit this page [🔗](#).

Be-Headed

Jan 2023

Project for the course of Videogame Design and programming at Politecnico of Milan.

- Be-Headed is a 2D scrolling Puzzle/Platform game for PC where you are the skeleton of a thief, beheaded years ago.
- For more information about the project visit this page [🔗](#).

Controlled procedural terrain generation

Jul 2022

Project for the course of artificial intelligence for videogames at University of Milan.

- This project has the purpose to procedurally generate a coastline environment, adding some details, like houses, streets, trees and harbors using software agents.
- For more details about it click here [🔗](#).

Treasure of Gorobea

Jun 2022

Project for the course of Online Game Design at University of Milan.

- This is a multiplayer game which is a battle royale where it is needed to find a map attached to the big tree and find the treasure.
- It is only a prototype and more information about it can be found clicking here [🔗](#).

Invivo testing of Android Application

Jan 2020

The project was developed for my bachelor thesis at the University of Milan-Bicocca.

- This project was related to face up with android fragmentation problem as the main cause of the bug that could arise during application usage.
- It was done using a framework developed during a research project called in-vivo and the ownCloud Android application.
- For more details about the project visit my website clicking here [🔗](#).

 EDUCATION

Bachelor's degree in Computer Science

Oct 2016 – Mar 2020

University of Milan-Bicocca

Milan, Italy

Master's degree in Computer Science

Oct 2020 – Oct 2024

University of Milan

Milan, Italy