

# Andrea Serreli

## Game Programmer

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## Employment History

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### Gameplay Programmer, Deep Silver Dambuster Studios, Nottingham

*(July 2022 – Present)*

Responsibilities: Unreal Engine 4 C++ Programmer for Dead Island 2, the third AAA installment in the “Dead Island” franchise. Implementation and written documentation of several core/gameplay systems and other features. Took ownership of previously existing systems and extended/refactored them. Additional details on request.

### Junior Gameplay Programmer, Deep Silver Dambuster Studios, Nottingham

*(September 2020 – July 2022)*

Responsibilities: Unreal Engine 4 C++ Programmer for Dead Island 2, the third AAA installment in the “Dead Island” franchise. Implementation and written documentation of several core/gameplay systems and other features, agreed with Producers, Lead Engineers and Designers. Additional details on request.

### Senior Software Engineer, Eli Z Group, Fully Remote

*(September 2018 – August 2019)*

Responsibilities: Web scraping and data mining with Perl, front-end JavaScript development, back-end PHP development, browser mechanization.

### Software Engineer, CRS4, Pula (Italy)

*(June 2016 – October 2017)*

Responsibilities: JavaScript games development (gamification, edutainment games), game design for collaborative environments.

### Developer, BioBeats, Pisa (Italy)

*(January 2015 – December 2015)*

Responsibilities: iOS development (Objective-C), Windows Phone development (C#), Python scripting, JavaScript front-end development.

## Released Games

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### TrVe Metal Quest, Sir Reli Games, Italy

*(July 2015 – July 2018)*

Responsibilities: I’ve worked as a Game & Engine Programmer, game designer, writer. Having created this point and click adventure from scratch, I also:

- Implemented the puzzles structure with the famous “Puzzle Dependency Charts” devised by Ron Gilbert.
- Created my own scripting language and implemented its interpreter.
- Implemented A\* pathfinder, based first on Quadtrees and later on convex polygons.
- Developed several in-house visual tools to define walkable areas, object positioning, z-ordering, scripts & events.

Achievements: The game was ranked among the best Android games of the Month (April 2017) by several game reviewers such as the [Android Police](#) and [Android Gamespot](#). 10K+ downloads, currently average score of 4.4 stars.

### **Kill Yourself, GuGames, Italy**

*(October 2014 – April 2015)*

Responsibilities: As an Engine Supervisor, my main duties involved:

- Analysis and study of the problem domain
- Identification of the proper Design Patterns and data structures to apply to several parts of the codebase
- Individuation of optimizable parts of the codebase and general advice on the codebase structure.

Achievements: The game had 100K+ downloads, an average score of 4 stars and was popular enough to spawn its own fan made [Wiki](#). However it got removed from the Google Play Store, likely due to its controversial themes (the game is a comedy adventure featuring a broken man trying to commit suicide in many ways). It was recently re-released on [Steam](#) (I haven't collaborated on the Steam version).

## **Education**

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**MProf in Games Development (2020)** – Distinction, GPA 4.07  
Abertay University, Dundee, Scotland

**MSc in Computer Science (2014)** – 107/110  
Università di Pisa, Pisa, Italy

## **References**

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References are available upon request.