

Umberto Picariello

Technical Game Designer

I am a Technical Game Designer with relevant education in professional Game Design courses with international instructors and a strong technical background stemming from a Master's Degree in Computer Science. Thanks to this, I can effectively prototype, test, document, and design new game mechanics and systems with a technical focus as well. I am an enthusiastic team player with a proven track record of leading and contributing to videogame projects. As a person, I am naturally open-minded, focused, always ready to help others, and curious to discover and learn something new. For further information about me, feel free to visit my portfolio.



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📍 Italy

📄 pikumb94.github.io/portfolio

🐙 github.com/pikumb94

EMPLOYMENT

Unreal Engine 5 Videogame Developer Untold Games

02/2024 - Ongoing

Genoa

Studio specialized in UE portings for Nintendo, Microsoft and Sony consoles.

Achievements/Tasks

- **Optimized CPU performance** (physics, AI and animations) for stable console FPS.
- Resolved critical console bugs reported by QA team using *Jira*.
- **Performance analysis** carried out using *Unreal Insights* and SDK tools.

VR/AR Unreal Engine 4 Developer ACCA Software

11/2020 - 11/2022

Avellino

Company that provides solutions for the AEC industry, including BIM solutions.

Achievements/Tasks

- Provided real-time streaming renderings via *Unreal's Pixel Streaming* and *Node.js*.
- **Procedural mesh generation** and texturing using geographic public data.
- Designed and implemented diverse **VR** and **AR** features.

Junior Game Designer and Programmer AnotheReality

05/2019 - 07/2020

Milan

Studio specialized in the development of immersive solutions (VR, AR, MR).

Achievements/Tasks

- Final Thesis Project: **designed a VR experience** and provided an in-house tool to generate and test game instances using AI.
- Work published on [IEEE scientific journal](#).

EDUCATION

Game Design - held in English Digital Bros Game Academy S.r.l.

04/2022 - 04/2023

Courses and skills

- **Game design studies:** Frameworks, Gameplay, production (*Agile* and QA Testing), *Level*, *Narrative*, *System* and *UX Design*.
- Strong ability to write **Game Design** and **analysis Documentation:** Game Design and Level Design Document, Game Pitch, competitive and market analysis.
- Rapidly create **prototypes**, **blockout** levels and apply **Iterative Game Design** methodology to create engaging game experiences.

MSc in Computer Science and Engineering 110/110 with Honours (GPA: 4.0) - held in English Polytechnic University of Milan

03/2017 - 07/2020

Courses and Thesis

- **Artificial Intelligence** studies track - Machine & Deep Learning.
- **Videogame focus:** *Computer Graphics* and *Videogames Design and Programming university courses*.
- **Final Thesis Project** in collaboration with *AnotheReality*.

SKILLS

Coding: C/C++, C#, Python, GDScript, SQL, HTML, CSS, Javascript

Version Control: GitHub, Plastic SCM

Game Engines: Unity, Unreal Engine (4 & 5), Godot

Expertise: Systems Design, Prototyping, Porting, Optimization

Soft skills: Team-work, Creativity, Critical Thinking, Active Listening

ACADEMIC PROJECTS

"Videogame Design and Programming" course projects (2018 - 2020)

- **Team-developed Videogames** ranked among the most appreciated ones during the course.
- **Lead Game Designer** and Programmer.
- Projects: [Life is Knowledge](#), [Hindering](#)

Game Jams (2020 - Ongoing)

- Point of reference for the internal organization of game jams at Untold Games.
- Key role in brainstorming and managing tasks throughout the development.
- **Project Manager**, Game Designer and Programmer.
- <https://pikumb.itch.io/>

"Digital Bros Game Academy" projects (2022 - 2023)

- **Videogame** projects, developed with the **Scrum** framework and positively reviewed by the course tutor, [Derek Hartin](#).
- Game Designer and Programmer.
- Projects: [Paper Arrow](#), [Torment](#)

LANGUAGES

English: FCE Certificate (B2)
Professional Working Proficiency

Italian
Native Proficiency