



GIUSEPPE CRICRÌ

GAME PROGRAMMER

Gameplay & UI/UX

CONTACT

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SKILLS

Game development

Unreal Engine 5 · Blueprints

C++ · Unity · C#

Godot · GDScript

Design and art

Figma · Rive · Blender

Adobe Photoshop

Workflow and audio

Git · GitHub · Gitea

Gitflow · Agile/Scrum

FMOD

EDUCATION

Computer Game Development

University of Verona · Master

Nov 2025 - Jun 2027 expected

Digital Communications

Link Campus University · Bachelor

2024 - 2025

Computer Engineering

University of Calabria · Bachelor

2020 - 2023

Erasmus+ · Business IT

Laurea UAS · Finland

2024 - 2025

LANGUAGES

Italian · Native

English · Professional working

PROFILE

Game programmer with a background in Computer Engineering and Digital Communication. I build gameplay, UI and tools in Unreal Engine and Unity, with a particular interest in UI/UX and Technical Design.

EXPERIENCE

Co-founder, Lead Programmer & Technical Artist

Letsdo Games

May 2025 - Jun 2026

- Co-founded the studio and coordinated a three-person development team, working with Gameplay Designer and Art Director.
- Supported asset integration, debugging and Git adoption for the demo.

Game Developer Intern

Commodore Industries

Jan 2025 - Apr 2025

- Developed a Unity/C# remake of International Soccer as sole programmer, collaborating with a 3D artist on models and animations.
- Built list-based team AI that prioritised the player nearest the ball and assigned its two closest teammates to support passing and compact defence, preserving the original game's simple design.

Lead Programmer · INAP

Oct 2024 - Present

Website development and coordination of a multidisciplinary team, aligning functionality, visual direction and content.

SELECTED PROJECTS

A Forgetful Story

[View project](#)

Unreal Engine 5 · Blueprints · Designer tools · QA

Built designer panels for tuning character movement and camera parameters. Created QA controls for noclip, flight and animation speed; integrated Unreal replay functionality to investigate bug reproducibility.

Tinyverse

[View project](#)

Solo project · Unreal Engine 5 · C++ · Blueprints · FMOD

Built C++ planetary gravity with automatic source switching and camera-relative movement on spherical surfaces.

Implemented patrol/chase/charge AI with Behavior Trees and Blackboard, plus UMG HUD updates driven by C++ events.

Team project: **ParCity** · Unity/C# · AI · physics · Photon PUN 2 multiplayer