

FEDERICO MAGLIONE

Unity Developer

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Naples, Italy

✈️ Open to self-funded relocation

SUMMARY

Unity developer with **6+ years of professional software engineering** and **4+ years building my own games**. Currently releasing my latest game, *Pump Down The Flame*, who has reached **Google Play closed testing with 50+ testers**, while its first Reddit posts generated **50K+ organic views**. I also won **1st place** at both the NGD and Contrader Startup competitions. My enterprise background includes banking and insurance platforms for a group serving **13M+ customers**, and I bring that same production mindset into Unity work: **ship, test, fix and improve**.

EXPERIENCE

Indie Unity Developer

Jan 2022 - Present | Naples, Italy | Unity / C#

I use **Codex and Claude Code** within a spec-driven workflow, connecting agents to Unity through CLI and MCP tools. I created a **multi-project agent workspace** to reuse project context across sessions and reduce repetitive setup. I independently validate AI-generated changes before integration.

- Pump Down The Flame** - *Mobile 2D Game (Unity / C# · Android)*:
Built the game around **one pressure mechanic** driving movement, shooting and traversal; optimized it for a **broad range of Android devices (API 28+)**. Developed **Unity Sprite Palette**, a custom editor tool that speeds up sprite placement and reduces repetitive level-design work.
- Affinity Rush** - *Arcade Puzzle Game (Unity / C# · Mobile-oriented)*:
Turned **reflected trajectories and affine transformations** into a readable arcade mechanic with combo, scoring and Rush systems; optimized the project for **mobile-oriented performance and WebGL deployment**.
- Don't Fall Now** - *Online Multiplayer Game (Unity / C# · Photon)*:
Built a **four-player Photon multiplayer loop** covering matchmaking, rooms, synchronization and match states. Designed asymmetric **Fighter / Builder ability system**; won **1st place at the NGD Competition**.

Senior Java & Liferay Developer - Intesa Sanpaolo Group

Apr 2020 - Nov 2024 | Milan, Italy | Java · Liferay · REST/SOAP · SQL / RDBMS

- Shipped and maintained features for four years across **production banking, insurance and healthcare platforms**, independently owning projects and working directly with stakeholders in Agile/Scrum teams.
- Handled **CI/CD, production issues and Gradle-to-Maven migrations** with Git and Jenkins, supporting stable releases in production-critical systems.

Full-Stack Developer - Leroy Merlin

Dec 2019 - Apr 2020 | Milan, Italy | Java · AWS · GCP · React · SQL / RDBMS

- Built an internal inventory platform and REST workflows that gave multiple stores **one place to manage stock, availability and order requests**.

Full-Stack Developer - iScheduler, Contrader

Nov 2018 - Dec 2019 | Avellino, Italy | Angular · Spring Boot · SQL / RDBMS

- Led a **5-person team** building an AI-oriented interview simulator, turning an experimental idea into a working prototype that won **1st place at Contrader's Startup Competition**.

EDUCATION

M.Sc. Computer Science - Game Development

University of Milan | 2026 | 109/110

Master's Thesis: StoryGen AI - Built a Python/Unreal/C++ narrative tool using RAG, staged generation and graph validation to keep branching stories coherent while leaving creative control to the designer.

B.Sc. Computer Science

University of Naples Federico II | 2019

AWARDS

1st Place - New Game Design Competition

Don't Fall Now! - 1st place for a four-player Unity multiplayer game built around asymmetric team roles.

1st Place - Contrader Startup Competition

iScheduler - 1st place for turning an experimental AI interview idea into a working full-stack prototype.

CORE SKILLS

Unity · C# · C++ · Mobile · Android · Photon / Multiplayer · Performance Optimization · Unity Profiler · Git · Agile / Scrum · CI/CD

OTHER NOTABLE PROJECTS

No Rush! - Shipped a 3D speed platformer in one week with a multidisciplinary team, building the AI Director that tied dialogue to dynamic obstacles.

Relic Hunter - VR game, where I built custom hand-tracked spellcasting and gesture recognition, turning physical hand movement into the game's main interaction system.

Masquerade - Shipped during GGJ 2026 around a split-screen puzzle mechanic that makes the player reason across two parallel realities at once.

I Want To Survive - Built autonomous NPC survival behavior and HPA* navigation for a procedurally expanding world, keeping pathfinding scalable as the simulation grows.

LINKS

Portfolio LinkedIn Github

LANGUAGES

Italian Native English B2 Spanish A2