

# Luca Andre Martinelli

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## EXPERIENCE

09/21 – 10/23 | **Game Developer** | Mimimi Games GmbH

Development of “Shadow Gambit: The Cursed Crew”

Responsible for progression systems, performance optimization and camera controls.

04/20 – 08/21 | **Department assistant** | SAE Berlin

Supervising and lecturing students in game programming.

03/20 – 04/20 | **Game Developer** | Lumotex UG

Development of “Corona World” for Bohemian Browser Ballett - Funk.

Responsible for gameplay systems and architecture.

08/19 – 02/20 | **Game Developer Intern** | Haus der Kulturen Der Welt (HKW)

Development of “Spiel Das HKW”.

Responsible for agile prototyping and development.

## EDUCATION

2017 – 2021 | **Game Design Bachelor** | University of Applied Sciences | Berlin, Germany | Grade: 1.2

2016 | Higher education entrance qualification (Abitur) | Deutsche Schule Rom | Rome, Italy | Grade: 1.8

## LANGUAGES

- **English** (professional) | **German** (mother tongue) | **Italian** (mother tongue)
- **C#** | **C++** | **C** | **HLSL/CG** | **Python** | **JavaScript**

## SKILLS

- **Agile development:** Writing code following **SOLID** principles, employing test driven development (**TDD**) and utilizing dependency injection (**DI**).
- **Unity Engine:** Developing games and prototypes in Unity.
- **Unreal Engine:** Utilizing both UE C++ and Blueprints in a productive environment.
- **Source Control:** Using Git and SVN for version control and distributed development.
- **Tool development:** Improving productivity by creating tools in engine or as external applications.
- **Graphics programming:** Developing visual applications using DX11, WebGL or Vulkan.
- **Performance optimization:** Fine-tuning games both on a CPU and GPU side.
- **Console development:** Experienced developing for the PS5 and Xbox Series.

## COMPETENCES

- **Critical thinker:** Ability to adopt a designer’s perspective to improve communication with the design department, communicate technical requirements and understand a designer’s expectations.
- **Quick learner:** Ability to quickly adapt to preexisting production pipelines and pickup new skills.
- **Generalist:** Ability to resolve tasks independently by fulfilling both design and technical responsibilities.
- **Team player:** Ability to work well in a team in the pursuit of shared goals.