

ALBERTO CRAPANZANO

Game Developer

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SUMMARY

Creative Developer based near Milan, specialized in game technical design, game design, and frontend development. With a strong creativity and programming experience, I combine technical and artistic skills to craft engaging digital experiences. I work well in team environments, contribute reliably, and maintain a collaborative, solution-oriented approach in project settings.

CORE SKILLS

Tech

Unreal Engine, Unity, Python, C++, C#, React.js, SDL

General

Suite Adobe, Jira, Confluence
Perforce, Figma, Git

SOFT SKILLS

Teamwork, Negotiation, Problem Solving, Flexibility

LANGUAGES

ITALIAN: Native Language

ENGLISH: Upper intermediate - B2
First certificate of English (FCE)
Cambridge International Education

ABOUT ME

I've always been curious about how things work, whether by opening old devices, figuring out a tricky game mechanic, or testing small personal projects. Video games have been a passion since childhood, but I also love reading, trying out new recipes, or going for bike rides around Milan. I enjoy learning by doing, and occasionally failing, that's usually when the most interesting ideas happen.

EDUCATION

🎓 Liceo Falcone Borsellino, Arese (MI), Italy Sep 2017-June 2022

- Completed a science-focused Italian high school program with solid grounding in mathematics and analytical subjects. Built reliable study habits and a structured approach to problem-solving through consistent coursework and exams.

🎨 IED - Istituto Europeo di Design, Milan, Italy Sep 2022-July 2025
Bachelor of Fine Arts

Media Design, with 110/110 cum Laude

- Developed a solid technical foundation from computer science basics to full-stack and mobile development, with additional experience in Unity and Unreal Engine. Strengthened teamwork skills through multiple group projects.

EXPERIENCE

👤 Freelancer - Web/App Developer Aug 2025-Present

- Designed and developed custom websites and mobile applications for clients, covering front-end, back-end, and UX implementation. Worked across multiple technologies ensuring reliable delivery and clear communication with clients.

PROJECTS

🌸 Deadly Nightshade (PC Videogame) Sep 2024-July 2025

Link: [Website](#)

A thesis project developed at IED Milano. A narrative-driven videogame where nature and technology collide in unsettling ways. You play as Alice, a scientist, and Rusty, her robot companion, as they escape a lab and uncover dark truths.

TOOLS: Unreal Engine 5.4, C++, Blueprints, FMOD, Python, BINK, Git, ALS Community,

- Technical Designer responsible for gameplay programming, AI systems, dialogue mechanics, audio, UI, and tools.
- Built enemy AI, bosses, and a dynamic save and spawn system.
- Created a custom dialogue system integrated with FMOD and voice acting sessions.
- Designed UI with Figma
- Integrated VFX, handled technical animation and procedural physics.
- Co-directed and co-wrote story, ensuring narrative and technical design integration.
- Collaborated in a 6-person academic team, with support from a sound design student and voice acting from ADAP.

🐎 Juan The Game (Mobile Videogame) Feb 2024-Present

Link: [Trailer](#)

A personal, quirky, physics-based mobile puzzle game where players guide a horse through 60+ handcrafted levels, balancing physics with fun gameplay.

TOOLS: Unity, C#, Android SDK, Photoshop, Git,

- Solo-developed programming of core gameplay & physics.
- Designed 60+ handcrafted levels with player feedback to balance difficulty.