

GIORGIO TINO

PROGRAMMING TECHNICAL DIRECTOR



+1 438 506 2651



giorgio.tino@gmail.com



304-5220 rue Jeanne-Mance,
Montréal, QC, Canada



www.giorgiotino.com



www.linkedin.com/in/giorgio-tino/

PROGRAMMING

Objective C **PHP** **Java** **C#** **Python** **C++**
C **SQL** **Javascript** **HTML** **CSS**

iOS **Android** **MacOS** **Windows** **Linux**

AWS **MySQL** **MongoDB**

Unity **Unreal** **Cocos2d** **AngularJS** **Laravel**

SOFTWARE & TOOLS

git **svn** **p4** **JIRA** **github** **bitbucket**

Blender **Photoshop** **Flash** **Illustrator**

TexturePacker **Jenkins** **Confluence**

SKILLS

Leadership Communication **Agile** **SCRUM**

LANGUAGES

Italian **English** **Spanish** **French** **Japanese**

EDUCATION

DISEÑO Y CREACIÓN DE VIDEOJUEGOS

UPC **Universitat Politècnica de Catalunya** **BarcelonaTech**

Master in videogames design and development

Oct 2009 - Jun 2010

MASTER DEGREE

Politecnico di Torino

Second level degree in computer engineering.
110L/110

Sep 2003 - Nov 2005

BACHELOR DEGREE

Politecnico di Torino

First level degree in computer engineering.
107/110

Sep 2000 - Jul 2003

ABOUT ME

Blending a deep passion for gaming with a robust technical background, I am expert in leading teams through complex projects, specializing in game engine architecture, performance optimization, and multiplayer, cross-platform scalable systems. I excel in balancing creative vision with technical execution. Adept at communicating complex technical concepts to non-technical stakeholders, I thrive at building consensus across the organization, and at aligning technology strategy and risk mitigation with business goals.

WORK EXPERIENCE

2021 - Now

PROGRAMMING TECHNICAL DIRECTOR Behaviour Interactive (Montréal, QC, Canada)

- Programming Technical Director for an unannounced title (Unreal, PC, PS5, XBOX)
- Tech Lead for Emmy Award winner Silent Hill : Ascension (Unreal, PC)

2019-2021

TECHNICAL DIRECTOR Bad Seed SRL (Milan, Italy)

- Development of Pizza Empire, a mobile game for Android and iOS (Unity, C#, JS, PHP, Python, PlayFab) and other mobile titles
- Nintendo Switch porting of Sleep Attack, a tower defense game
- Setup and maintenance of internal Tools, CI System, Web Servers

2017-2019

SENIOR SOFTWARE ENGINEER Nexon M (Oakland, CA, USA)

- Developer for the internal analytics library on iOS (Objective C), Android (Java) and Unity3D integration (C#)
- Web client interface developer for internal analytics and segmentation tools (AngularJS)
- Developer for Pixelberry's mobile game Choices on Android, iOS and web clients (Cocos2d-x, C++, JS)

2012-2016

LEAD SOFTWARE ENGINEER, ENGINEERING MANAGER Gree International (San Francisco, CA, USA)

- Engineering manager for War Of Nations (iOS)
- Lead Software Engineer for War Of Nations (iOS)
- Software Engineer for Alien Family (Unity3D)

2010-2012

SENIOR SOFTWARE ENGINEER Nihilistic Software (Novato, CA, USA)

- Developer for Sorcerers of The Magic Kingdom, a Disneyworld attraction (C#, XNA)

2009-2010

SENIOR SOFTWARE ENGINEER Evolium (Barcelona, Spain)

- Frontend developer, Mono, XSP and Apache+FastCGI web applications development.
- Web client porting of native applications for AVG anti-virus business distributed solution. P/Invoke e C++ code portability.

2006-2009

SOFTWARE ENGINEER Cace Technologies (Davis, CA, USA)

- Frontend Developer for Cacetechn Pilot, a network analyzer (C#, OpenGL)
- Contributor for Wireshark, the world's foremost and widely-used network protocol analyzer. (C)
- Development of Remote Procedure Protocol software based on ASN.1 and BER for the testing of the Boeing 787 aircraft. (C#)