

# GIORGIO TINO

## PROGRAMMING TECHNICAL DIRECTOR



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## PROGRAMMING

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

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

**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

Jan 2023 - Now

### PROGRAMMING TECHNICAL DIRECTOR Behaviour Interactive

- Programming Technical Director for an unannounced title (Unreal, PC, PS5, XBOX)

2021 - Dec 2022

### PROGRAMMING TECHNICAL LEAD Behaviour Interactive

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

2019-2021

### TECHNICAL DIRECTOR Bad Seed SRL

- 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

2018-2019

### SENIOR SOFTWARE ENGINEER Pixelberry Studios

- Developer for Pixelberry's mobile game Choices on Android, iOS and web clients (Cocos2d-x, C++, JS)

2017-2018

### SENIOR SOFTWARE ENGINEER Nexon M

- 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)

2012-2016

### LEAD SOFTWARE ENGINEER, ENGINEERING MANAGER Gree International

- 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

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

2009-2010

### SENIOR SOFTWARE ENGINEER Evolium

2006-2009

### SOFTWARE ENGINEER Cace Technologies