

FERDINANDO D'ALESSANDRO

Gameplay Programmer

Portfolio: <https://ferdidale.github.io/>

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PROJECTS

- **Get Lost**, a **mobile game** fully *solo developed* in **Java** published on [itch.io](#), I mainly implemented *procedural generation* and *physics based obstacles*.
 - **At Her Expense**, a **PC adventure game** developed in a team of two using **Unreal Engine 5** published on [itch.io](#), I mainly implemented the *interaction system*, *basic dialogues* and a *scalable data-driven branching tasks system*.
 - **Client-server management software for restaurants**, composed of an **Android mobile application** developed using **Java** and a **cloud EC2 containerized server** developed using **Java**, a **MySQL database** and **Spring Boot** communicating with **HTTP**
 - **Client-server software** created to simulate a **robot capable of taking drink orders and communicating**, composed of an **Android mobile application** developed using **Java** and a **multithreaded server** developed using **C** communicating with **TCP sockets**
 - **C++ framework of data structures**: vectors, lists, stacks, queues, binary trees, BST, hash tables
 - Implementation using **C**, **OpenMP** and **OpenMPI** of **parallel matrix operations**
 - Collection of Computer Graphics exercises, using **C**, **gl**, **glu** and **glut**
 - **Movie case-based recommending system**, developed using **Python** and **SPARQL**.
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EDUCATION

University of Naples Federico II, Naples, Italy | **2023 – Sep. 2026 (prev.)**

Master of Science in Computer Science
(Game Development branch)

Cumulative GPA of **30.00/30.00**

University of Naples Federico II, Naples, Italy | **2020 - 2023**

Bachelor of Science in Computer Science

Graduated with **highest honours** (summa cum laude)

Thesis: "*Applications of multi-armed bandits in RL*", supervisor: Prof. Marco Faella

WORK EXPERIENCE

DIETI, University of Naples Federico II

Oct. 2024 - June 2025

Tutor (Teaching Assistant)

Tutor for the Programming I and Object-Oriented Programming courses, covering the fundamentals of programming in C and Java.

DIETI, University of Naples Federico II

June 2024 - Nov. 2025

Traineeship | Research Assistant

Research assistant in using variance based algorithms like VBR

(<http://wpage.unina.it/m.faella/Download/ecai20-vbr.pdf>) in

Reinforcement Learning.

PUBLICATIONS

Silvio Barra, Ferdinando D'Alessandro, Oleksandr Sosovskyy | June 2024

**Exploring Architectural Choices and Emerging Challenges in Data Management for IoT:
A Focus on Digital Innovation and Smart Cities**

SKILLS

C, C++, Java, Unreal Engine, Unreal Blueprints, Python, SQL/PLSQL, OpenGL

LANGUAGES

Italian
Native

English
Fluent

French
Basic