

Martino Piaggi

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Experience

Junior Game Programmer, [Milestone](#) **2024 – Present**

- Implemented gameplay features for AAA motorcycle racing game [Ride 6](#)
- Collaborated with senior engineers and designers to define requirements and develop reusable **C++** systems within **Unreal Engine**, following object-oriented programming principles and industry best practices.

Freelance Technical Artist, [Fiverr](#) **2018 – 2024**

- Created 3D illustrations and animations using Unreal Engine, Cinema 4D and Adobe Suite for indie creators and small businesses
- Maintained a 4.8/5 star rating across 68 public reviews as part-time freelancer alongside university coursework

Personal Projects

[Over Jump Rally](#), Indie Game **2025**

- Contributed to indie arcade rally game prototype in **Unreal Engine** using **Blueprints**

[Quality Diversity for Racing Track Design](#), MSc Thesis **2025**

- Procedural racing track generation system using evolutionary algorithm (MAP-Elites) in **Python**, **C++**, and **Docker**; built an interactive visualization in **JavaScript**.

[Gambetto](#), Course Project **2023**

- Led a five-person team to deliver a polished game prototype in **Unity 3D** and later released it as open source

[Unity Maze Generation](#), Personal Project **2021**

- Built an efficient procedural maze generator using the disjoint-set data structure in **Unity 3D**

Skills & Technologies

- **Programming Languages:** C++, Blueprints, C#, Python, JavaScript
- **Game Development:** Unreal Engine, Unity
- **Tools & Workflow:** Perforce, Git, CI/CD, Agile Development, Cross-Platform Development (PlayStation, Xbox, PC), Jira, Confluence, LaTeX

Education

Politecnico di Milano, MSc in Computer Science Engineering **2022 – 2025**

- **Relevant coursework:** Videogame Programming and Design, Advanced Algorithms and Parallel Programming, Distributed Systems, Computer Graphics

Politecnico di Milano, BSc in Computer Science Engineering **2019 – 2022**

- **Relevant coursework:** Algorithms and Data Structures, Foundations of AI, Software Engineering, Geometry and Linear Algebra, Physics and Rational Mechanics