CALOGERO CARLINO
Cel. 388 730 8867 | carlinocalogero.dev@gmail.com

Abruzzo, Italy - Remote or available for relocation
Portfolio: https://carlinocalogero.github.io/
LinkedIn: www.linkedin.com/in/calogero-carlino-2a94a33b5/

GAME PROGRAMMER

Master's graduate in Computer Science, having pursued advanced studies to deeply understand computer systems to fully exploit their capabilities in game development. Experienced in teaching core programming logic through game development frameworks and supervising end-to-end 2D RPG projects. Expertise in Unreal Engine, Godot, Unity, C/C++, C#, GDScript, and full-stack implementation.

CORE GAME PROGRAMMING SKILLS

Gameplay Scripting | Game AI Logic | Engine Architecture | Object-Oriented Design | Performance Modeling | Physics Integration | UI Programming | Validation & Verification

TECHNICAL PROFICIENCY

Unreal Engine | Godot | Unity (3D/2D/AR/MR/XR) | C++ | C# | C | GDScript | Java | Python | JavaScript | Git/GitHub

LANGUAGES

Italian (Native) | English (Advanced/C1) | Japanese (JLPT N3/N4 Equivalent – 3 years formal coursework)

PROJECTS

NYCTO (Windows) | Digital Bros Game Academy (Master's Final Project) | 4 Months
A first-person puzzle-horror game developed in Unreal Engine, featuring dynamic camera blending and robust physics-based interaction mechanics for puzzle solving.
https://carlinocalogero.github.io/projects/nycto

Shrunk Paws (Windows/Web) | Platformer Jam #2 | 1 Week
A fast-paced 2D precision platformer and companion chase speedrunner created in Unity 6 during a one-week game jam, featuring a mathematical multi-layered parallax engine, a millisecond-precision speedrun timer, reactive physics hazards, and handcrafted pixel art.
https://carlinocalogero.github.io/projects/shrunk-paws

PISCO (Windows/Mac) | University of L'Aquila | 4 Months
An interactive therapeutic Godot application that translates complex specialist flowcharts into gameplay-driven behavioral data collection for clinical analysts.
https://carlinocalogero.github.io/projects/pisco

Architects Of Intelligence (Windows) | University of L'Aquila | 6 Months
A modular, data-driven survival management game built in Godot using custom Resources, serving as a scalable telemetry platform for AI literacy research.
https://carlinocalogero.github.io/projects/architects-of-intelligence

RPG Game in Game (Windows) | University of L'Aquila | 7 Months
An educational programming game featuring a simulated Godot UI where players learn GDScript by solving interactive coding puzzles to fix virtual bugs.
https://carlinocalogero.github.io/projects/rpg-game-in-game

YuiToYuki (Windows/Mac/Android/Web) | University of L'Aquila | 10/2023 - present
An educational 2D top-down pixel-art horror RPG developed as an academic thesis project to teach programming, uniquely built both in Godot 4 and on a custom vanilla JavaScript engine created from scratch.
https://carlinocalogero.github.io/projects/yuitoyuki

PROFESSIONAL EXPERIENCE

UNIVERSITY OF L'AQUILA (ISTITUTO ISTRUZIONE SUPERIORE "AMEDEO D'AOSTA") | SEMINAR LECTURER — 11/2025 - 11/2025

- Facilitated in-depth learning of coding logic and data structures through an interactive, game-development-based curriculum.
- Designed and delivered a series of training seminars focusing on fundamental programming and core computer science principles.

UNIVERSITY OF L'AQUILA (ISTITUTO DI ISTRUZIONE SUPERIORE "ENRICO MATTEI") | SEMINAR LECTURER 02/2025 - 04/2025

- Supervised the end-to-end development of a 2D Pixel Art RPG, guiding students through the technical and creative challenges of game design.
- Utilized game development as a pedagogical framework to teach core programming logic and data structures.
- Actively promoted collaborative workflows, fostering teamwork and group organization while providing leadership and mentorship to student teams.

EDUCATION & CERTIFICATIONS

EDUCATION

Online Master in Game Programming - Digital Bros Game Academy – May 2026-November 2026
Master in Computer Science (Advanced Software Engineering) - University of L'Aquila – 2024-2026 – Graduated with 110/110 cum laude
Bachelor in Computer Science - University of L'Aquila – 2021-2024 - Graduated with 110/110 cum laude

CERTIFICATIONS & PROFESSIONAL DEVELOPMENT

Certificate of Excellence, EGS2025 Challenge - Dec 2025
Certificate of Participation, GAME@SCHOOL 2020 - Feb 2020
Cambridge English Level 2 Certificate in ESOL International (Advanced / C1) - Jun 2019