

Martino Piaggi

github.com/martinopiaggi • martino.im • martino.piaggi@pm.me

Experience

Junior Game Programmer, [Milestone](#)

Nov 2024 – Present

- Implemented core gameplay features for an upcoming racing title
- Collaborated with senior engineers and designers to define requirements and develop robust and reusable C++ systems within Unreal Engine, adhering to object-oriented programming principles and industry best practices

Tech Artist, [Fiverr](#)

2018 – 2024

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

Education

Politecnico di Milano, Master's degree in Computer Science Engineering

Sep 2022 – 2025

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

Politecnico di Milano, Bachelor of Engineering 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

Key Projects

PCG for Racing Tracks, MSc Thesis

2024 – 2025

- Developed procedural racing track generation system using evolutionary Quality-Diversity algorithms in **Python**, **C++**, **Docker**, and deployed interactive visualization with **JavaScript**.

[Gambetto](#), Course Project

2023

- Led a five-person team to deliver a polished game prototype in **Unity 3D (C#)** and then open sourced

[Shut The Box](#), Course Project

2022

- Implemented an AI-powered version of a puzzle game using Monte Carlo Tree Search algorithm in **Unity 3D (C#)**

[Unity Maze Generation](#), Personal Project

2021

- Built an efficient procedural maze generator using disjoint sets data structure in **Unity 3D (C#)**.

Skills & Technologies

- **Programming Languages:** C++, C#, JavaScript, Python
- **Game Development:** Unreal Engine, Unity 3D
- **AI & Generative Tech:** Stable Diffusion, Flux Models, LLMs, Prompt Engineering
- **3D Modeling:** Cinema 4D, Asset Optimization