ALESSANDRO BASON

Game programmer

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ABOUT ME

Hi! My name is Alessandro Bason, I'm a games programmer. I have a passion for engine and graphics programming in particular, and I like to build stuff from scratch.
I have extensive knowledge of C++ and in my free time I like to tinker with C.
In My free time I like to watch movies and play some music on my guitar. I also draw every once in a while!

EXPERIENCE

Graphics Programmer
Assemble Technology

📅 01/2024 - 07/2024   📍 Remote

At Assemble Technology, I focused on GPU and CPU optimisation for the PlayStation 5 using Unreal Engine 5.
I gained experience with various tracing tools, such as Unreal Insight and Razor GPU, to identify and resolve performance issues.
- Worked on GPU and CPU profiling and optimisation on shipped games.
- Optimised in-house tools written in C++.

Junior programmer
Free radical design

📅 10/2023 - 12/2023   📍 Nottingham

At Free Radical Design, I collaborated with a team of ~90 people, regularly interfacing with the design and art teams to implement new gameplay features and fix bugs.
I worked with Unreal Engine 5 and had to take into consideration the multiplayer aspect of the game when implementing features

Internship
Internship, people can fly

📅 08/2022 - 09/2022   📍 Remote

At People Can Fly, I worked with a small team of approximately 15 people on the foundations of a new prototype.
My responsibilities included creating new gameplay features according to the game designer's requests.

EDUCATION

Bsc. (hons) Computer Games Technology
Abertay university

📅 2019 - 2023   📍 Dundee

Perito informatico (Computer Science)
Itsos Marie Curie

📅 2016 - 2019   📍 Cernusco sul Naviglio, Italy

PROJECTS

Beyond Triangles: Sculpting with SDF Raymarching

🔗 alessandrobason.co.uk/projects/beyond-triangles

User-friendly application that enables non-technical users to create and modify complex 3D sculptures using signed distance fields.
- Real-time editing of 3D SDF textures
- Offline rendering with path tracing
- Saving and loading

Hydraulics Erosion on the GPU

🔗 alessandrobason.co.uk/projects/erosion

A showcase of hydraulic erosion on the GPU and a few other terrain generation techniques.

Raymarched volumetric clouds

🔗 alessandrobason.co.uk/projects/clouds

Volumetric clouds rendered inside a 3D SDF box with day and night cycle
- Cross platform, works on Windows and on Web
- Supports hot-reloading shaders
- Various optimisations (blue noise, LOD)

Legend of the Puzzle

🔗 alessandrobason.co.uk/projects/lotp

A 2D game inspired by Legend of Zelda and Enter the Gungeon

Online Bomberman

🔗 alessandrobason.co.uk/projects/bomberman

A 4-player local and online multiplayer bomberman game