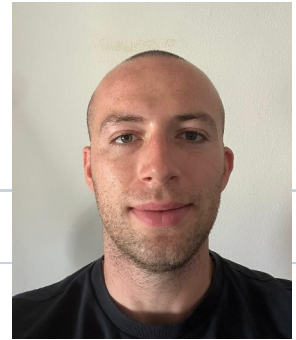


Filippo Franchini

Junior Unreal Engine Developer | Blueprints & C++

Italy | www.madhorse.studio | github.com/filowallbaby



PROFESSIONAL PROFILE

Versatile professional with experience across commercial, service and operational roles in hospitality, retail and logistics, followed by a specialization in computer science and digital communication. I developed expertise in online advertising and marketing strategy while working with a startup, combining analysis, creativity and a results-oriented approach. In recent years, I have focused my professional development on Unreal Engine and game development, with a particular interest in creating video games and interactive experiences. My strengths include organization, problem-solving, adaptability and strong communication and interpersonal skills. Career objective: to consolidate my profile as an Junior Unreal Engine Developer and contribute to innovative projects within multidisciplinary teams.

PROFESSIONAL EXPERIENCE

Warehouse Operative / Logistics Assistant

Field	Information
Period	2017
Role	Warehouse Operative / Logistics Assistant
Company	EDRA S.P.A. (Perignano, Italy)

Key responsibilities and achievements

- Receiving, checking, handling and storing goods in compliance with operating and safety procedures.
- Order preparation and documentation checks
- Collaboration with the team to meet priorities, delivery deadlines and accuracy standards.

Retail Assistant / Cashier

Field	Information
Period	2018
Role	Cashier / Fresh Produce Department Assistant
Company / Organization	CARREFOUR S.P.A. (Pisa, Italy)

Key responsibilities and achievements

- Processing payments and assisting customers, including with promotions and return policies.
- Maintenance and management of products in the assigned work areas.

Waiter / Hospitality Assistant

Field	Information
Period	2019-2020
Role	Waiter / Hospitality Assistant
Company / Organization	GALATEO (Florence, Italy)

Key responsibilities and achievements

- Welcoming guests and providing attentive service focused on the quality of the customer experience.
- Coordination with the kitchen to manage priorities, service times and special requests, including during peak periods.

Retail Sales Assistant

Field	Information
Period	2021-2022
Role	Retail Sales Assistant
Company	GOALSPORT (Pontedera, Italy)

Key responsibilities and achievements

- Welcoming and assisting customers, identifying their needs and supporting them throughout the purchasing process.
- Till operation, restocking, inventory management and maintenance of product displays in accordance with store standards.

Ads Specialist / Marketing Strategist

Field	Information
Period	2023-2024
Role	Ads Specialist / Marketing Strategist
Company / Organization	Giusti S.R.L (Geneva, Switzerland)
Employment type	Freelance collaboration and consulting

Key responsibilities and achievements

- Definition of the digital marketing strategy in line with the startup's target audience, positioning, business objectives and budget.
- Planning, management and optimization of advertising campaigns on Meta Ads and Google Ads.
- Analysis of KPIs, audiences, creatives and funnels to identify improvement opportunities and support team decisions.

Programmer

Field	Information
Period	2024-2025
Role	Backend Developer
Company / Organization	Giusti S.R.L. (Geneva, Switzerland)
Employment type	Freelance collaboration and consulting

Key responsibilities and achievements

- Development and maintenance of software solutions based on business requirements, primarily using Python and C++.
- Requirements analysis, feature implementation, testing and debugging.
- Collaboration with the team to resolve technical issues and improve the solutions developed.

Junior Unreal Engine Developer

Field	Information
Period	2025-present
Role	Junior Unreal Engine Developer
Company / Organization	Madhorse Studio / Independent Projects
Employment type	Freelance engagements / self-employed

Key responsibilities and achievements

- Development and prototyping of video games and interactive experiences with Unreal Engine, from defining mechanics to producing playable builds.
- Implementation of gameplay systems using Blueprints and C++, including the integration of interfaces, assets, audio and interaction logic.
- Organization of project activities, definition of priorities and milestones, testing, debugging and performance optimization.

EDUCATION AND TRAINING

Italian Scientific High School Diploma

Field	Information
Period	2012-2017
Qualification	Italian Scientific High School Diploma, final grade: 68/100.
Institution	Liceo Scientifico XXV Aprile, Pontedera

Bachelor's Degree in Computer Science

Field	Information
Period	2022-2025
Qualification	Bachelor's degree in Computer Science, Faculty of Information Engineering, Computer Science and Statistics, final grade: 102/110.
Institution	Università "La Sapienza", Rome

Specialized Training in Unreal Engine and Game Development

Field	Information
Period	2026
Qualification	Specialization in Unreal Engine 5: Advanced Asset Manipulation and Environment Detailing
Provider	Packt
Main subjects	Unreal Engine, Blueprints, gameplay systems, level design, interfaces, debugging and optimization.

Mentorship in Cryptocurrency and Blockchain

Field	Information
Period	6 months - 02/22-08/22
Qualification	One-to-one mentorship programme in blockchain technologies
Provider	Blocksphere

Field	Information
Main subjects	Advanced course covering the use and architecture of blockchain technologies, crypto markets, analysis and risk management.

PROFESSIONAL SKILLS

Unreal Engine Development

- Development and prototyping with Unreal Engine 5.5/5.7, primarily using Blueprints and C++ for gameplay systems, level scripting and user interfaces.
- Game design, technical documentation, playtesting, debugging, optimization and iteration based on feedback.
- Proficient in Gaea for landscape and 3D environment creation.

Digital Marketing and Communication

- Digital marketing strategy, advertising, target audience analysis and positioning.
- Management and optimization of paid campaigns, KPI analysis, and production and coordination of content and creatives.
- Online communication, collaboration with multidisciplinary teams and focus on measurable objectives.

Organization, Problem-Solving and Interpersonal Skills

- Activity planning, priority management and deadline compliance, including in dynamic environments.
- Adaptability, fast learning, operational autonomy and a practical approach to problem-solving.
- Strong communication and interpersonal skills, active listening, customer orientation, teamwork and stress management.

Tools and Complementary Skills

- Python for software development and GitHub for version control, project sharing and presentation.
- Meta Ads, Google Ads, data analysis tools, and productivity and collaboration suites.
- Foundational knowledge of blockchain technologies, cryptocurrencies, market analysis and risk management.

LANGUAGES

Language	Understanding	Speaking	Writing
Italian	Native speaker (C2)	Native speaker (C2)	Native speaker (C2)
English	C1 - Advanced	C1 - Advanced	C1 - Advanced
German	A1 - Basic	A1 - Basic	A1 - Basic

PROJECTS, PORTFOLIO AND SELECTED ACHIEVEMENTS

Madhorse Studio - portfolio and game development projects | www.madhorse.studio

- Website showcasing the studio, the video game and projects developed with Unreal Engine.
- Role: Junior Unreal Engine Developer. Responsibilities: development of gameplay systems using Blueprints and C++, integration of interfaces, assets and audio, testing, debugging and optimization.

Runner-up in a Trading Competition

- Runner-up among more than 1,000 participants in a two-week trading competition organized by BlockSphere and Bybit, achieving an overall performance of +52.3%, verifiable through the complete trading history.

DATA PROCESSING CONSENT AND SIGNATURE

I authorize the processing of the personal data contained in this Curriculum Vitae in accordance with applicable data protection legislation.

Place and date: 25 August 2026

Signature

Filippo Franchini