



 alberto7martino@gmail.com

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Alberto Martino

Developer · Composer / SD · Writer · Creative

Skills

Unity, C# / .Net, Git, Trello, JS, HTML+CSS, C, C++, Java, Wireshark, Powershell, Bash, Ableton Live, Logic Pro, Pro Tools, FMOD, Adaptive / Modular Scoring, Sampling & Sound Design, RX / Ozone Mastering, FabFilter Suite, NI Kontakt & Komplete, Guitar Rig / Amplitube, Unity Audio Integration, Narrative Design, Branching Dialogue, articy:draft, Twine, World Anvil, Campfire, Story Planner, Google Docs & Sheets, Google Apps Script, Microsoft Word & Excel, Project & Team Leadership, Strategic IT Planning, Google Workspace (Docs / Sheets / Drive), Adobe Premiere & DaVinci Resolve, Adobe Photoshop, Blender & DAZ 3D, Elasticsearch / Kibana, nDPI & ntopng

Languages

Italian (native), English (advanced)

Profile

Multidisciplinary creative with a background in software development, music, writing and other fields.

Experience

Lead Dev @ Jumpjet Games

- 4 mobile titles & dealing with Supersonic publishing process
- Google Play Policies and publishing
- Gameplay mechanics, System, GUI, Inputs
- Modular ability system for designers.
- Auto-framed 3D previews via min-bounding sphere.

Lead Dev @ Zelot Interactive

- Edge: Text-Based RPG
- Google Docs → JSON → xNode; custom dialogue editor pipeline.
- Articy:draft integration

Engineer · Bachelor's Thesis @ IES-Italia

- Software for traffic classification on cruise ships
- DPI + Elasticsearch dashboards (88 % accuracy).
- Deployed shipboard & onshore.

Programmer · Community Game Jam

- 7-day build: support on movement, dialogue, puzzles.

Solo · Character Creation

- DAZ3D → Blender → Unity morphable avatar system.

Solo · Predictive IK

- Terrain-aware foot IK; generic, plug-n-play design.

Solo · Physical Animations

- Physical animation (triple-rig blend).
- Deep dive into joints + Animation Rigging package.

Solo · Idle Survival (Mobile)

- Extended Lean GUI + New Input System.
- Decals, NavMesh, mobile performance tuning.

Portfolio Website

- Static site in JS, CSS, HTML, GSAP, View-Transitions.
- Local Quill CMS, Vercel deploy, automation scripts (PS1).

Solo · Nory: Stackable Cubes

- ConfigurableJoint stacking / throwing physics.

Solo · Movement Mechanics (Public repo!)

- Rolling-sphere prototype with clean asmdef modules.
- Inspector units, palette UV system

Solo · 3D Platformer Series

- Movement, combat, AI camera experiments.
- Iterative feel-tuning & rapid vertical slices.

Collab · Shape Recognition

- Real-time shape analysis (94 % accuracy).
- Avoided OpenCV capture stutters entirely.

Solo · Alphabet: Console

- Pseudo-terminal virus-defence game.

Composer · Liz: Before the Plague VR @ Twin Wolves

- FMOD modular track with real-time layering for horror tension.
- Aggressive guitars, optimized loudness & memory footprint.

Composer & Sound Designer x Edge @ Zelot Interactive

- Adaptive in-game music within Unity + full trailer audio.
- Synced cues to branching narrative & gameplay beats.

Composer & Sound Designer · Beyond Skyrim: Valenwood @ Beyond Skyrim

- Lore-driven orchestral/ambient album; shells, bones & skull sampling.
- Directed interludes, mix & release for acclaimed TES mod.

Composer & Sound Designer · Community Game Jam

- Scoring & SFX for 'Follow the Truth'.
- Delivered full mix after earlier writing/programming duties.

Composer & Sound Designer · All Is Written @ Marco Pavan

- Atmospheric + alt-rock score mirroring desert heritage vs. extremism.
- Organic sound-design layers underscoring vast landscapes.

Composer · Our Name Is Anna @ Mattia Mura

- Fluid ambient-to-melodic soundtrack guiding emotional arc.
- Subtle motifs for memory, resistance, vulnerability.

Head of Music @ Benetton / FABRICA

- 80+ original tracks in one year.
- Light, colorful themes aligned to seasonal fashion shoots.
- Documentary soundtracks.
- Installation art music & Sound Design.
- Hiring talents.

Composer · The Choice of Staying @ Mattia Mura

- Ambient + acoustic textures reflecting Damanhur's spiritual tone.
- Ethereal palette supporting intimate storytelling.

Composer x Domori (Commercial)

- Soft orchestral bed matching refined chocolate visuals.
- Elegant, nostalgic melody—never upstaging imagery.

Composer x Rossi & Rei (Fashion Film)

- Improvised piano motifs refined into warm, honest cues.
- Subtle layers supporting artisanal craftsmanship narrative.

Composer · Breakfast Over the Bridge @ Mattia Mura

- Suspended opening evolving into indie-pop uplift.
- Balanced reflective tension with gentle release.

Lead Writer · Edge @ Zelot Interactive

- Authored all dialogue & diary fragments; distinct character voices and layered lore.
- Structured nonlinear narrative for concise, mobile-friendly delivery.

Author · Year of the Moss (Short Multimedia Lore)

- Mythic prose embedded across illustrated panels; ancient oral-tradition vibe.
- Built world bible to align future music & visual releases.

Writer · Community Game Jam

- Scripted all dialogue for 'Follow the Truth'.
- Crafted quirky cast under extreme time constraints.

Engineer · Bachelor's Thesis @ IES-Italia

- Built DPI system (C#/C++) — 88 % accurate traffic classification.
- Logged to Elasticsearch; Kibana dashboards for the admins.

Head of Music Dept. @ Fabrica (Benetton)

- Recruited talent, retooled workflows; output ↑150%, 100+ audio works.
- Supported UNFPA, NABA and Toscani / Mallard-led campaigns.

Executive Director @ Jumpjet Games

- Steered 4 mobile titles; synced artists & devs across 6 countries.
- Publisher relations (Supersonic) + live investor pitches (First Playable).

Strategic IT Consultant @ André Nordseth (ex-SVP Silversea)

- Road-mapped tech overhaul.
- Delivered data-backed plans.
- optimized resources for smoother ops.

Video Editor / Colorist @ Benetton & Independent Films

- Edited backstage campaigns; graded footage to elevate brand story.
- Cut excerpts for Sarah Friedland's 'Crowds' shown at NYU.

Instructor · Music Production & Freelancing x Multiple Italian schools

- Designed hands-on curricula; empowered teens with industry skills.
- Blended theory, live demos and project-based assessment.

Education

Bachelor's Degree in Computer Science @ University of Pisa

