Guido Belluomo

Game Developer & Senior Fullstack Web Engineer

📞 Contact Info

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📍 Caserta, Italy

📅 22 April 1996

🌐 https://belluomogui.do

👤 Bio

Software developer with 8+ years of experience spanning backend, fullstack, and game development using technologies like Unreal Engine, Unity, PHP, and Node.js. I've worked on gameplay systems, internal tools, and Web3 SDKs, while also leading modernization efforts in legacy platforms. Strong focus on real-time systems, performance, and developer experience.

� Main Skills

C++, C#, Lua, PHP 8, Node.js, TypeScript, Unreal Engine, Unity3D, REST APIs, Docker, CI/CD, Git, Perforce, Redis, MySQL, Kubernetes, GCP, Vue 3, UML, Linux

🎓 Education

Bachelor's Degree in Computer Engineering
Università Mercatorum, Rome (RM) — 2024 - Present

Currently enrolled in the bachelor's degree program in Computer Engineering.

Diploma in Graphics and Communication
ISISS E. Mattei, Aversa (CE) — 2011 - 2016

In addition to general education, I received specialized training in Adobe software, photography, and printing techniques.

💼 Experience

Backend Web Developer, Unity & Unreal Engine Developer
Crucible — Jan 2024 - Jun 2024 (6 months)

As part of a fully British IT team working on an ongoing project, I was responsible for backend development in .NET C#, as well as implementing features in the Unity and Unreal Engine SDK using C# and C++, ensuring WebGL compatibility for the Unity build.
We were working on an SDK based on Web 3.0 and blockchain technologies to integrate crypto wallets into video games built with major game engines, ensuring near-zero integration costs, enabling the use of NFT assets within any game.

Associate Programmer
Tanglewood Games — Feb 2023 - Dec 2023 (11 months)

I was part of an external co-development team from Tanglewood Games, contributing to Hyenas, a multiplayer shooter developed by Creative Assembly and published by SEGA; until the project's cancellation. Working fully remotely, I accessed the studio environment via Parsec, Citrix, and VPN-based Remote Desktop.

Worked on both gameplay and UI bug fixing in close collaboration with the QA team, implementing new gameplay and UI features in a large Unreal Engine 4 codebase. My work involved both C++ and Blueprint, and occasionally included small engine modifications.

After the project's cancellation, I developed internal tools for Tanglewood Games to support production workflows. This included extending Epic's Asset Validator and contributing to custom tools to help designers and QA teams detect and resolve performance issues in levels, such as problematic static meshes and collision setups.

I worked with Unreal Engine systems such as UMG, the Gameplay Ability System and Gameplay Effects, working within a complex production pipeline that used Perforce, Jira, Swarm, and TeamCity. I also became proficient with distributed build systems like Incredibuild and collaborated closely with cross-disciplinary teams in an Agile, Kanban-driven environment.

Game Programmer
Miramorai Interactive Learning Solutions — Sep 2014 - Jan 2015 (5 months)

Worked on "Island Ride: Discover Jamaica," an Android game. Wrote the gameplay systems and handled mobile optimization by optimizing draw calls and triangle counts on screen. A big part of the challenge and development was spent working around the lack of Unity's Pro features, which at the time was very limiting.

Software Developer
Freelance   *Jan 2016 - Present (8 years, 8 months)*

Versatile programmer with a strong foundation in Unreal Engine and Unity, experienced in gameplay systems, UI, and internal tools. Worked across C++, Blueprint, and C# on both shipped and in-development titles. Alongside game development, built and maintained full-stack web applications and APIs using PHP (5.6–8.4), Node.js, and Laravel. Experienced with CI/CD pipelines, Docker/Kubernetes infrastructure, and OpenAI APIs. Comfortable in Agile environments with a collaborative, cross-disciplinary mindset.

Fullstack Web Developer
Spiagge.it via HAYS Solutions   *Nov 2024 - Jun 2025 (8 months)*

Laravel 10, Slim, PHP 8.3, AWS
- Contributed to development, optimization, and bugfixes
- Supported frontend work in an Agile Scrum environment
- Worked within a CI/CD pipeline on AWS using ECS, CodeBuild, and CloudFront in a microservices architecture

Fullstack Web Developer
Webgas.net

Laravel, PHP, Livewire, OpenAI API
- Integrated OpenAI APIs into an e-commerce platform
- Improved Docker builds and CI/CD pipelines   *Jul 2024 - Oct 2024 (4 months)*
- Provided mentorship and participated in hiring processes

Lead PHP Developer
Veziv.ro   *Jan 2022 - Dec 2022 (1 year)*

Laravel, PHP, REST APIs
- Migrated a legacy system to a modern Laravel architecture, improving maintainability and performance
- Developed core features including multi-role authentication, data import pipelines, and third-party integrations
- Contributed to team coordination and technical planning in a fully English-speaking, cross-border environment

Fullstack Web Developer
Dedagroup   *Sep 2020 - Aug 2021 (1 year)*

Prestashop, PHP, Node.js
- Delivered e-commerce extensions and backend integrations for national clients
- Developed real-time IoT applications focused on device communication and event handling
- Contributed to systems adopted by major companies in logistics, retail, and professional sports

Fullstack Web Developer
DEN Creativity Space   *Feb 2015 - Sep 2020 (5 years, 8 months)*

PHP, Laravel, Node.js
- Built lightweight CMS and custom e-commerce systems for small businesses and institutions
- Created RESTful APIs and internal tools, including warehouse and job marketplace platforms
- Designed a micro-framework for high-performance blog deployment (Laravel-inspired)

✪ Full skillset

Game Development, Game Mechanics, Game Programming, Mobile Game Development, Unity3D, C#, Unreal Engine, C++, OOP, UI Programming, Code Review, Perforce, Lua, TypeScript, Node.js, PHP 8, Vue 3, Golang, MySQL, ASP .NET, REST APIs, Docker, Linux, Git, Full-Stack Web Development, Confluence, Jira, Android, C, Project Management, CI/CD, GitHub, GCP, Kubernetes

⽂A Languages

English   **Italian**
Bilingual   Native

🎨 Hobbies

Game Jams, Electrical Engineering, Microsoldering, Video Games, Cats, Urban Exploration, Local Tourism

👥 References

Chris Wood, CEO @ Tanglewood Games   **Jesse Burland-Lokko**
Senior Unreal Engine Developer (ex-Epic Games)   *Senior Gameplay Engineer @ Maverick Games*
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