

Fulvio Satta

Senior Unity Developer

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LinkedIn • Portfolio Website • The Last Faith (Steam) • i Live (Google Play)

PROFILE

Senior Unity developer with 11+ years of professional experience across PC, console, and mobile, and two commercially released titles. My recent work has focused primarily on 2D development, technical systems, UI implementation, debugging, and performance optimization.

EXPERIENCE

Programming Instructor – Liceo Classico Internazionale Statale "Giovanni Meli" 2024 – 2026

- Designed and taught a full programming curriculum, from core logic to complete applications
- Students built their own Unity games and web applications by the end of the course

Senior Unity Developer – Kumi Souls Games 2022 – 2024

- Senior developer on The Last Faith, a dark fantasy metroidvania with soulslike elements published on PC and console and showcased at Gamescom
- Owned the save system, UI, and inventory; built NPC behavior — including a dialogue system layered on Unity's Localization tables — a damage system driven by multiple character stats, a status effect framework, and character progression
- Led performance optimization work supporting the console version, delivered in collaboration with an external porting team
- Acted as the senior programmer on a 3-person programming team, supporting two junior developers with technical questions, system design, and implementation when needed

Unity Developer – LGD Studio 2013 – 2022

- Sole programmer on i Live, a mobile app for iOS and Android that reached 10M+ downloads worldwide
- Owned the full software lifecycle — architecture, implementation, release, and long-term live maintenance
- Continuously evolved the app over 9 years through regular feature updates, growing it substantially beyond its initial release

TECHNICAL SKILLS

Unity Engine: 2D game systems (physics, rendering, gameplay architecture); debugging, profiling, and optimization — GC and allocation management, object pooling

Editor Tooling: custom inspectors, editor windows, and Gizmos (IMGUI and UI Toolkit)

C#: async/await and Awaitable-based systems, architecture design, performance profiling and optimization

Shipping experience: PC and mobile (iOS/Android), end-to-end; console (performance optimization, in collaboration with a porting team)

EDUCATION

Bachelor's Degree in Computer Engineering

Università degli Studi di Palermo — 2022 — Grade: 106/110

Thesis: Software Defined Networks for the Internet of Things

LANGUAGES

Italian (native), English (professional working proficiency)