



Alessandro Alfieri

PROJECT MANAGER | GAME PRODUCER

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[Portfolio](#) | [LinkedIn](#) | [Google Play](#)

PROFILE

Project Manager and Game Producer with a technical background in software development, functional analysis, and team coordination. Since 2018, I have worked across enterprise, public-sector, and independent projects, covering planning, priorities, progress tracking, documentation, and stakeholder communication. My ISIPM-Base® Qualification and diploma in Project Management & Game Production complement hands-on experience across the lifecycle of mobile apps and games, from concept and development to QA and release.

CORE SKILLS

Delivery and coordination: planning, requirements, backlog grooming, Agile/Scrum sprints, progress tracking, deadlines, stakeholders, negotiation, and cross-functional teams.

Game production: Unity 6, C#, Android, QA, playtesting, release management, mobile UX, and game AI.

Tools and technology: Jira, Trello, Confluence, Miro; Java/Spring Boot, PL-SQL, Kafka, Flutter/Dart, Docker, and Kubernetes.

PROFESSIONAL EXPERIENCE

Senior Developer / Team Leader | Mediacom S.r.l.

Caserta, Italy

Mar 2023 - Nov 2023

- Planned and coordinated the CUP project for Regione Puglia.
- Managed requirements, Java/Spring backend work, Agile sprint planning, progress, and deadlines.
- Facilitated communication across functions and aligned technical and operating priorities.

Java Developer / PL-SQL Developer | Softlab Digi S.p.A.

Caserta, Italy

2021 - 2023

- Planned and developed Fastweb's IT portal with Java, Spring Boot, and Kafka microservices.
- Coordinated development work for government applications in the agriculture and wine sectors.
- Managed technical priorities, data conversion, and Excel tools for Banca d'Italia.

Software Developer / Functional Analyst / Java Trainer | Innovaway S.p.A.

Naples / Rome, Italy

2018 - 2020

- Worked on functional analysis and planning for ENEL/INDRA big data projects.
- Developed government applications and handled technical documentation, progress tracking, and operating coordination.
- Taught and mentored learners in basic Java courses.

SELECTED PROJECTS

- CresciBimbi | Producer & Developer

Mar 2026 - Present

 - Design and develop a Flutter/Dart app for growth, feeding, sleep, diapers, and medical visits, using Riverpod, an offline-first Isar database, and Firebase Auth.
 - Manage UI/UX, dashboards, charts, PDF reports, QA, and release setup on Google Play.
- Kokoro Dama 3D | Producer & Developer

Mar 2025 - Present

 - Develop a 3D checkers game in Unity 6 and C# with touch controls, adaptive AI, local multiplayer, and offline play.
 - Handle the component-based architecture, dynamic board generation, mobile optimization, and QA.
- Kokoro Dama | Producer & Developer

Nov 2024 - Present

 - Developed and published an international checkers game for Android in Java, with adaptive Minimax AI and local offline PvP.
 - Manage QA, releases, and the store page. The game is free, with no ads or in-app purchases.

WORKING APPROACH

Technical foundation: connect backlog, milestones, and risks to the technical detail behind them.
Team-stakeholder bridge: make progress, issues, and decisions easy to understand and discuss.
Flow ownership: keep work moving through clear priorities, documentation, and visible accountability.

EDUCATION AND QUALIFICATIONS

ISIPM-Base® Qualification Italian Institute of Project Management	2025
Diploma in Project Management & Game Production Digital Bros Game Academy	2024 - 2025
Degree in Computer and Automation Engineering Università degli Studi eCampus	2020 - 2022
English for Administrative Management Cooperativa Demetra Formazione	2024 - 2025

METHODS AND TOOLS

Methods: Agile, Scrum, backlog grooming, sprint planning, project lifecycle, progress tracking, and technical documentation.
Tools: Jira, Trello, Confluence, Miro, Android Studio, and Google Play Console.
Technical context: Java, Spring Boot, PL-SQL, Kafka, Docker, Kubernetes, Flutter/Dart, Unity 6, and C#.

LANGUAGES

Italian: Native | English: B1