# Tommaso Bassini

Gameplay Programmer


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Gameplay programmer with 9+ years in Unity and C#, focused on multiplayer games and rapid prototyping. At Miniclip I helped find the studio's next title through multiple prototyping iterations, and I'm now building the game that came out of my prototypes, currently in soft launch.

## EXPERIENCE

### Miniclip

Dec 2020 > Now

#### Gameplay Programmer

**New multiplayer title (soft launch), 2025 > Now**

- Gameplay programming on an unannounced multiplayer party game built with Photon Quantum (deterministic netcode)
- The game grew out of prototypes I designed and built during the R&D phase
- Minigames and gameplay systems: bot AI with behaviour trees and physics-driven mechanics

**New game R&D team, 2024 > 2025**

- Rapid prototyping and multiple iteration cycles to find Miniclip Italy's next title

**Football Strike, 2020 > 2024**

- Live ops and client/server communication
- Developed internal tools for live ops

### Xplored

Feb 2019 > Dec 2020

#### Gameplay Programmer

- Crystal Chase, Jungle Rescue, Shades of Light and Supreme Builder by tori™
- Gormiti season 3 upgrade
- Zombicide Evolution: Las Vegas for the Teburu System

### Affinity Project

Jun 2018 > Feb 2019

#### Gameplay Programmer

- Don-Ay Pet Land: developed UIs from designer specifications and implemented gameplay mechanics in Unity
- Published on Google Play Store and Apple App Store

### CatRabbit

May 2017 > Jun 2018

#### Generalist C# Programmer

- Heroes of Normandie: Xbox One porting, gamepad input system, bug fixing
- Unannounced card game: multiplayer system with GameSparks, UI and gameplay programming

## SKILLS

- **Unity3D**
- **C#**
- **Photon Quantum**
- **Deterministic multiplayer**
- **Rapid prototyping**
- **Gameplay systems**
- **Bot AI (behaviour trees)**
- **Client/server**
- **Live ops**
- **Git**
- **Teamwork**

## LANGUAGES

- **Italian** Native
- **English** Good (written and spoken)