

CURRICULUM VITAE · TECHNOLOGY

ALEXANDRO BUGGERO

Creative director · Product · Game designer & developer

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PORTFOLIO

PROFILE

I conceive, design and build **video games, platforms and 3D experiences**, from strategy to launch. I develop in **Unreal Engine 5, Godot 4 and Three.js** with my own AI production method: what used to take months and a whole team, I now build in days. Six years in gaming and the metaverse and ten in hospitality: I design for the player and for the business behind it.

PROJECTS

OBRA · Costruiscilo tu PUBLISHED — Web · costruiscilo-tu.vercel.app
Nine games in nine genres —5v5 MOBA, Tekken-style fighting, pirates on the open sea, a 3D board game, languages...— in ES/IT/EN, with a TV mode and phone multiplayer.

Land Generator · AIVAR Metaland PRODUCT OWNER & CREATIVE DIRECTOR — AI · 3D
AI world generator: type «Milan» and it builds Milan; then you play inside and edit it with text or voice.

Enjoy · hotel platform PUBLISHED DEMO — App + panel · 5 languages
Guest app with brand games, an AI assistant, notices and reviews; team panel with statistics, multi-hotel and role-based access.

ExpoMeloneras · Openhall CONCEPT DEMO — 3D · web and mobile
A digital congress centre open 24/7 to meet people and get known: auditorium, fairs and networking; 500 people at once in a load test.

VAF Survival · Paintfall IN DEVELOPMENT — Unreal Engine 5 · Godot 4
Console-quality action on iOS, Android, PC and Mac; 4v4 multiplayer paint battles with Domination mode.

Hotel Simulator · GUANCHE · TAMARÁN PUBLISHED — Training and culture
Six hotel jobs with real procedures for hospitality schools; the conquest of Tenerife and Gran Canaria as an action game.

Also: Canarias Destino Startup (a live 3D plaza, built overnight) · QR brand games for Choco Flakes, Tigretón and Bimbo · BUILD THE WEB.

EXPERIENCE

Creative director and developer · freelance — 2024 – today
Product, design and development of games and platforms for hotels, events, brands and culture, from idea to launch.

Project manager and marketing director · Astranova — 2020 – 2026
Dubai · gaming and metaverse · also The Nemesis (now Nemixar)
Marketing, business development and community, reporting directly to the CEO.

Founder and director · player organisation — 2021 – 2022
Axie Infinity · scholarships
Founded and ran a 100-player organisation remotely.

And ten years in hospitality. 2011 – 2019: head of entertainment and entertainer in hotels, resorts and cruise ships (Fiesta Consulting, MSC Cruises, Meliá, Sole&Luna...) in Spain, Italy, Portugal and Egypt; 2019 – 2020: founder of a dinner-show restaurant in Lanzarote.

ROLES I COVER

Creative & experience direction · Product (product owner) · Game designer & developer · Real-time 3D & AI · Innovation · Marketing & gamification · Project management · Community management

SKILLS

ENGINES AND 3D
Unreal Engine 5 · Godot 4 · Three.js / WebGL · Blender · 3D Gaussian Splatting

AI
Generative AI applied to 3D production and development · agents connected to the engine

PRODUCT
Product ownership · UX/UI · game design · gamification · brand activation

WEB
Next.js · React · TypeScript · Vercel · video

LANGUAGES

Italian	Native
Portuguese	Native
Spanish	Fluent
English	Fluent
French	Intermediate
Russian	Intermediate

EDUCATION

Advanced Esports Programme — advanced course in Esports Business and Management
Osservatorio Italiano Esports (OIES) · Milan, 2023

Author of a contribution to the **White Paper Esports e Gaming in Italia 2023** by the Osservatorio Italiano Esports (OIES) — presented on 10/10/2023 at the **Italian Chamber of Deputies**.