

# Andrew Spalato



Email: [aspa\\_id@hotmail.com](mailto:aspa_id@hotmail.com) | Mobile: +61 449 786 541 | Twitter: [@AndSpa95](https://twitter.com/AndSpa95)  
LinkedIn: <https://linkedin.com/in/andrewspalato> Portfolio: <https://andrewspalato.com>

**CAREER OBJECTIVE:** Full time employment in the game industry.

- 8+ years industry experience in Unity development for games and apps.
- Interested in many forms of technology and media: PC, Console, Mobile, AR, VR.

## PROFESSIONAL EXPERIENCE

### Unity Developer – FutureLabs

October 2024 - Ongoing

- *Serve & Speed*: A Pirelli branded interactive tennis game for Australian Open 2025.
  - Uses XboxOne Kinect, Bluetooth, and QR code scanning technology.
- *Race Driver Academy*: A Grand Prix racing game where players dodge obstacles and collect coins.
  - Uses Logitech SDK for steering wheel input and force feedback.
- *Sydney Swans (Get Your Hand Off It)*: An interactive WebAR experience for NSW Transport Safety.
- *Buddy Chatbot (with Bron Lewis)*: A text-based chatbot with a custom control panel and effects.
- Developed apps, provided on-site support during events and maintenance.

### Tutor (Creative Coding) – RMIT [Duration: 12 Weeks]

July 2024 – December 2024

- Created learning content for creative coding specialization subject centred around Unity and C#.
- Created assignments relating to optimization and prototyping various systems.
- Students were assessed on best practices used, optimization techniques, and code readability.
- Marked/graded 22 students. Provided helpful feedback for each assignment submitted.

### Unity Developer – Ludea Future Play Lab

2018 - Ongoing

- Apps [Android + iOS]: *Walking With...* | *Australian Music Vault: Sequence AR* | *TIMeR Audiowalk* | *Accelerando* | *Woodford Creek Geocache* | *64 Ways Of Being* | *Musimoji*
- Playable augmented reality journeys and exhibits based in Melbourne.
- Implementation of Bluetooth (BLE) beacon technology and Location Services (GPS).
- Contributed and managed app store distribution.
- Created in collaboration with Dr. Troy Innocent of RMIT University.

### Unity Developer (C#, Vuforia) - Figment Technology (FGMNT)

September 2018 – March 2023

Outpace <https://outpacetraining.com>

- Developed Android and iOS apps using Unity.
- Implemented various features, tools, and UI designs.
- Releasing updates on app stores using a custom build pipeline with build automation/cloud builds.
- Optimized memory and CPU usage for long term performance.

SITU 360 <https://situ360.com>

- Added VR support for Oculus Quest, Windows Mixed Reality, Pico XR, Google Cardboard.
- Added support for QR code scanning and alphanumeric codes to load shared user projects.
- Added login support for various authentication platform providers.
- Wrote various systems and tools for downloading, streaming, and/or viewing projects and locations.
- General app maintenance and optimizations for overall app size and memory usage.
- Implemented interactable features to navigate 360-degree scenes.
- Created editor tools to streamline build pipeline to manage multiple client projects.

Living Wine Labels <https://tweglobal.com>

- Implemented and optimized augmented reality experiences using Vuforia AR.
- Created editor tools to streamline build pipeline and in-house online content management system.

**Enabler** <https://enablerinteractive.com>

- Developed multi-module experiences for disability support providers.
- Contributed to Gameplay, various VFX, level design, and implementation of dialogue system.
- Dialogue system keeps track of variables and selects appropriate responses to player choices.
- General app maintenance and optimizations for overall app size and memory usage.

**Unity Developer** – Casa Forte Group: Virtual Tour

**October - December 2021**

- Interactive playable walkthrough using waypoints and touch controls. Using Unity URP.

## PERSONAL PROJECTS

Unity Asset Store:

**Runtime Variable Tracker** <https://u3d.as/3xMi>

- A lightweight runtime variable tracker compatible with all render-pipelines and platforms.
- Highly performant, minimal GC allocations, extensible with nearly any data type.

**Cheat Commands** <https://u3d.as/3ziF>

- A lightweight, scalable cheat menu.
- Useful for debugging and development iteration.

**Wavecade** <https://wavecade.net>

**First released 10th July 2022**

**Platforms:** Steam (Windows + macOS), Nintendo Switch, Xbox One (Series X|S), Microsoft Store, Android (Google Play), iOS (App Store), GOG Galaxy, Epic Games, itch.io, WebGL (Demo available)

- Local solo and co-op play. Online co-op multiplayer using Photon.
- Achievements, leaderboards, cloud save using external authentication providers.
- Use of monetisation such as DLCs, In-App Purchasing, Ads SDKs (LevelPlay, IronSource).
- Uses various social integration SDKs (Discord Social SDK, Twitch SDK).
- Includes demo versions of the game on most platforms. WebGL free demo also available.
- Featured at PAX Aus 2023 Indie Rising + Generation Games 2024 at the ICC, Sydney.

**Smash Evolve** <https://aspaidd.wixsite.com/smashevolve>

**April 2024 – January 2025**

**Platforms:** Android (Google Play), iOS (App Store)

- Online brawler game using spinning-tops with various game modes and social interactions.
- Implementation of Unity Cloud Services (Authentication, Cloud Saves, Leaderboards, Friends).
- Cross-platform multiplayer using Photon Fusion 2 (Shared Authority).
- Features (event-based) tournament system, automatic matchmaking, session browser.
- Built-in level creator/editor. Host custom levels online.

## EDUCATION

**Bachelor of Arts (Games & Interactivity)** - Swinburne University of Technology

**2014 – 2016**

- Game Designer for Capstone project. (See portfolio website).
- Featured capstone project at PAX Aus 2016.

**Victorian Certificate of Education** - Taylor's Lakes Secondary College

**2008 – 2013**

## SKILLS

- Game Development: Specializes in code optimization.
- Reliable: Able to complete tasks on time independently and in teams.
- Motivation: Strives to get work done with a high degree of efficiency and effectiveness.
- Software: Unity | C# | Vuforia AR | Oculus | Windows Mixed Reality | Pico VR | Android/iOS development | Visual Studio | xCode | Android Studio | Amazon S3 | Microsoft Azure | Photoshop | Illustrator | HTML | CSS | Version Control | Git | Microsoft Office | Twine | Yarn Spinner | DAW's

