

Luca PORRINO

Senior Software Engineer · Team & Tech Leadership

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Experienced (Lead) Software Engineer with a proven track record of driving **team excellence** and delivering innovative solutions in **gaming**, **enterprise software**, and **mixed reality applications**. Adept at **optimizing development workflows**, implementing **cutting-edge CI/CD pipelines**, and **enabling Continuous Delivery** to streamline deployment processes. Known for mentoring teams, crafting **scalable architecture**, and improving **delivery efficiency** while ensuring **robust software quality**. Passionate about **software development**, **agile methodologies**, **gaming**, and leveraging **cutting-edge technology** to solve complex problems and deliver exceptional user experiences. Pioneered an **ATDD/TDD methodology** that evolved from manual Gherkin acceptance tests to fully agentic AI-assisted development, achieving **2.5x development efficiency** with **95%+ AI-written production code** under full test coverage (acceptance tests + unit tests), avoiding accumulation of AI-heavy tech debt.

INDEPENDENT PROJECT

Tactical Card-Based Roguelike — Game Development with Evolving ATDD/TDD AI Methodology

2022 – Current — Independent

Tech Stack: Unity3D, C#, .NET, nUnit, UI Toolkit, Azure DevOps, CI/CD, Continuous Delivery, Trunk Based Development, Agentic AI (OpenCode)

- **Methodology evolution:** Started in 2022 with a manual **ATDD approach** using **Given-When-Then acceptance tests** driving **TDD**, following **Continuous Delivery** practices (trunk-based development, WebGL build on every merge for fast testing and sharing).
- **Custom acceptance test framework:** Built a C# acceptance test framework on **nUnit** using **DSL concepts** for business-readable tests, fully integrated in Unity and adapted to use **UI Toolkit** to simulate UI inputs and visual checks. This foundation made the AI transition seamless.
- **Agentic AI transition:** When agentic tools became usable and cheap, transitioned to fully **agentic ATDD/TDD** using **OpenCode**. AI now writes **95%+ of the code** — including acceptance and unit tests — with every line of code checked and **no AI slop** accumulated.
- **2-layer test architecture:** **Acceptance tests** (Given-When-Then, black-box, end-to-end, covering user cases) on top, **unit tests** (white-box, covering all written code) underneath — both fully integrated into the Unity toolchain.
- **Measured outcome:** **2.5x development speed improvement** vs. the manual baseline, without sacrificing test coverage or code health.
- **Final product** will be a Windows executable; current builds are WebGL for fast iteration.

WORK EXPERIENCE

Senior Software Engineer — TeamViewer AG, Munich, Germany

Jan 2023 – Current — Tech Leadership · Agile Process Optimization · CI/CD Lead · Testing & Continuous Delivery Evangelist

Tech Stack: Unity3D, C#, .NET, XR, CI/CD, Scrum, Git, GitLab, Azure Storage, Confluence, Jira, Agentic AI

- **End-to-end ownership:** Designed and delivered a new **device file encryption workflow** solo — from architecture proposal and implementation to testing and documentation — with zero defects in a complex legacy codebase.
- **Investment in tools:** Developed and applied an **agentic ATDD/TDD working method** enabling AI to write **95%+** of production code with **full test coverage** and no slop code. Presented to the **AI Frontrunner group** as a company-wide reference practice.
- **Infrastructure:** Complete re-think and rebuild of the **CI/CD pipeline** — the original setup was slow, unstable, and poorly structured (builds repeated instead of artifact-cached, no unit tests in pipeline, no Unity Accelerator server, no containerization). Took **several iterations** to land cleanly. **Artifact storage limits** were one of the latest improvements to prevent pipeline blockage. Final result: build times from **2+ hours to under 30 minutes**, **50% artifact size reduction**, zero manual recovery incidents.
- **Quality:** Enhanced **testing coverage** and **development efficiency** by overhauling **unit testing strategies** and implementing a robust **feature flag system**.
- Proficient with multiple **agentic AI harnesses** (GitHub Copilot and CLI) — able to productively apply any agentic toolchain.
- **Architecture:** Delivered critical **architectural solutions**, including redesigned **app data/server synchronization** and a full **database refactoring** to resolve severe migration issues.
- **UI architecture:** Designed and delivered the **MVI UI framework** (investigated MVVM first, pivoted to MVI after **Unity Accelerator** consultation) — framework hand-built in under 2 sprints and **fully integrated into the legacy codebase**. First component port (**Login flow**) converted using **agentic AI** for analysis, task definition, and augmented TDD (**95%+ AI-written** code and unit tests, **every line checked**), shipped in under 2 weeks instead of the expected month-plus. TDD-driven small steps surfaced where the original plan was wrong, pushing the plan to evolve and the final implementation to gain better abstractions.
- **Ownership:** Spearheaded major **code refactoring** and **thread management optimization** to improve **stability**, **readability**, and **user task synchronization**.
- Actively driving **agile process improvements** to deliver highly scalable workflows.

Unity Developer — Travian Games GmbH, Munich, Germany

May 2020 – Dec 2022 — Travian: Legends · 2D/3D Game Development · Tech Leadership · Agile Process Optimization

Tech Stack: Unity3D, C#, .NET, GraphQL, WebGL, Scrum, Git, CI/CD, Jenkins, Confluence, Jira

- **First developer for the mobile team** — joined at project start and worked through the **first alpha release** (and beyond). Owned architectural design, team setup, testing culture, tooling, and the most performance-critical systems.
- **Game map system (solo): Implemented the entire game map technology solo** — tile creation/pooling, dynamic loading/unloading of a huge map grid around the viewport, sprite layering with cell content. The system every player uses to navigate the world. Started with a one-week "Creative Week" investigation, validated the approach, then built incrementally.
- **Unit tests adoption:** Spearheaded the implementation of unit tests across the mobile codebase, establishing the testing culture for the whole team.
- **GraphQL auto-code generation:** Led the first **GraphQL automatic code generation solution** at the company, **reducing the hand-written code** needed for schema-to-client integration.
- Pioneered advancements in **CI/CD pipelines** and **testing automation**. Supported **agile processes** and **feature planning** from the ground up, enhancing **delivery efficiency** and **product quality**.

Solutions Development Engineer — Dassault Systèmes 3DExcite GmbH, Munich, Germany

Nov 2017 – Apr 2020 — Unity Importer · 3D Configurators · Projects Consultancy

Tech Stack: Unity3D, C#, .NET, WebGL, VR, Scrum, Git, Jenkins, Confluence, Jira

- Played a **pivotal role** in the development and successful delivery of **3D interactive configurators**.
- Drove **innovative solutions** and contributed significantly to multiple **customer projects**.

Founder & Lead Developer — Expera Game Studio, Caserta, Italy

Nov 2014 – Oct 2017 — Video & Board Games Development · Indie · Self Employed · Startup · Tech Leadership · Management

Tech Stack: Unity3D, C#, .NET, WebGL, Kanban, Steam, Kongregate, Android, Git, Azure DevOps

Also: Teacher of Unity 3D, C#, C++, and Software Engineering at IUDAV – Pozzuoli, Italy

- Led **Unity 3D game development** for all projects as **co-founder**, managing a team of up to **5 members**.
- Oversaw all **bureaucratic and financial operations** required to run a small startup.
- Created an **XML framework** integrated in Unity, enabling efficient creation of **point-and-click adventures**.
- Successfully published several **well-received games** on **Steam** and free web casual game platforms.
- Continuously improved **quality** and **delivery speed** of each release despite limited resources.

EARLIER EXPERIENCE

Period	Role	Company	Location	Key Work
Nov 2013 – Nov 2014	Software Engineer	Vanguard System srl	Bologna, Italy	Delivered a complete ETL solution for Crif SpA's financial systems using C#, .NET, and Oracle DBMS.
Jul 2012 – Nov 2013	Software Engineer	GetConnected srl	Bologna, Italy	Web and backend project consultancy using C#, .NET, Java, JS, and Oracle DBMS with agile methodologies.
Jun 2011 – Jul 2012	Analyst	Accenture Consulting	Milan, Italy	Designed and optimized ETL workflows for IWBank CRM projects using PL/SQL and SAS.

EDUCATION

Year	Degree	Institution	Grade	Thesis
March 2011	Master's Degree (<i>Laurea Specialistica</i>) in Computer Engineering	University "Federico II", Naples, Italy	105/110	<i>Architectures of 3D Graphics Engines — 3D Game Engines, C#, .NET, DirectX</i>
September 2008	Bachelor's Degree (<i>Laurea Triennale</i>) in Computer Engineering	University "Federico II", Naples, Italy	100/110	<i>Design of a Data Warehouse — Data Warehouse, ETL, MS SQL Server, C#, .NET</i>

TECHNICAL & LEADERSHIP SKILLS

Leadership	Proven ability to mentor and lead teams, fostering collaboration, enhancing productivity, and driving adoption of agile practices in fast-paced environments.
Current Tech Stack	Unity3D, C#, .NET, Git, CI/CD, GitLab, Confluence, Jira
Senior Expertise	Software Design, Continuous Delivery, Automated Testing, Unit Testing & TDD, ATDD/BDD, OOP, SOLID Principles, Design Patterns, Agile Process Optimization (Scrum, Kanban)
Agentic AI Development	ATDD/TDD with LLM-driven code generation — OpenCode. Proven methodology for almost 100% AI-authored production code with full test coverage and 2.5x speed improvement.
Other Skills	Python, TypeScript, React, C++, Java, SQL (Oracle DBMS, Microsoft SQL Server, MySQL), XML, SVN, Azure DevOps, UML

SPOKEN LANGUAGES

Italian: Native speaker · **English:** Fluent · **German:** Intermediate (B1) — better at understanding than speaking, still taking classes

ADDITIONAL INFORMATION

Hobbies	Medieval fencing, soccer, board games, videogames, game development, folk dances
Key Strengths	Team player with strong listening, leadership, and project management skills
Interactive CV	lucaporрино.experagamestudio.it