


Clément Pirelli

📍 <https://clementpirelli.wordpress.com/>  <https://github.com/Clement-Pirelli>

✉ clepirelli@gmail.com 📞 +46732681430 **in** [clément-pirelli-427235156](#)

Professional Experience

Nov 2022 – present Visby, Sweden	Software Engineer <i>Electronic Arts (Frostbite)</i>
Apr 2022 – Oct 2022 United Kingdom	Gameplay Programmer <i>The Creative Assembly</i>
Apr 2021 – Apr 2022 Horsham, United Kingdom	Associate Programmer <i>The Creative Assembly</i>
Jun 2020 – Apr 2021 Horsham, United Kingdom	Trainee Programmer <i>The Creative Assembly</i>
Nov 2019 – Jun 2020 Visby, Sweden	App Developer <i>Rosenkvarn</i>

Projects

Nov 2021 – Nov 2022	Unannounced Total War Title Integrating C# runtime and framework from another project, feature work
Mar 2021 – Nov 2021	Total War: Warhammer 3 End of project bug fixing, reworking of gameplay systems after feedback from playtests
Jun 2020 – Mar 2021	Unannounced Total War Title Preproduction work - refactoring of core gameplay systems, investigating technical feasibility for new features, addressing technical debt

Education

Sep 2017 – Jun 2020 Visby, Sweden	Bachelors in Game Design and Programming <i>Uppsala Universitet</i>
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Programming Knowledge

C++	C#
HLSL/GLSL	Vulkan
Unity	Dart/Flutter

Interests

- Generative Art
- Historical European Martial Arts
- Tabletop Role Playing Games