

# Christian D'Albano

## Game Designer & Developer

chrisdalbano12@gmail.com | 407-449-0746 | Orlando, FL

[chrisdbgames.itch.io](https://chrisdbgames.itch.io) | [github.com/chrisdalbano](https://github.com/chrisdalbano) | [chrisdalbano.com](https://chrisdalbano.com)

## PROFESSIONAL SUMMARY

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Software engineer and solo game developer. I design, code, and make the art for small, complete games: two shipped in two months across two engines. I bring production engineering habits to game work, including data-driven tuning, clean event buses, and architecture that holds up under jam constraints.

## SHIPPED GAMES

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### Spare Knight | Director, Lead Dev & Artist | Gamedev.js Jam 2026 (13 days)

- Led a tactical roguelike end to end: all code in Phaser 3 and all hand-painted art in Krita, with one collaborator on sound and narrative.
- Designed speed-based initiative on an isometric grid with souls-like timing reactions. Open source; live on itch.io.

### I Won't Be Abducted | Solo Designer, Developer & Artist | Wavedash Spring Jam 26 (~63 hours)

- Built a tabletop-defense game solo in Godot 4.6: data-driven gameplay in Resource files, a signal-bus architecture, and hand-drawn papercraft art.
- Wrote a narrative twist that recontextualizes the game in its final beat. Live on itch.io.

## SOFTWARE ENGINEERING

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### Senior Data Operations Engineer | Cencora (Intrinsiq) | Orlando, FL (July 2025 – Present)

- Build Python tooling for high-volume data pipelines on Azure Databricks and SQL Server; own CI/CD through Azure DevOps.

### Software Engineer | Mouseflow | Remote

- Led a jQuery to Vue 3 and Blazor migration of an analytics dashboard, owned an integrations platform, and built production agentic-AI workflows with Claude Code and MCP.

## PROJECTS

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- [Formship](#): SaaS with a multi-agent AI orchestration system. Vue, Python.
- [HasteCV](#): AI document builder with its own MCP server. Django, Vue.

## SKILLS

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Phaser 3, Godot 4 / GDScript, data-driven design, hand-painted and hand-drawn art (Krita) · TypeScript, JavaScript, Python, Vue 3 · Claude Code, MCP, agentic AI · Git

## EDUCATION

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- B.A.S. in Computing Technology & Software Development | Valencia College | 2023–2025