Giuseppe Abagnale

Date of birth: 10/03/1992

Nationality: Italian

Gender: Male

CONTACT

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WORK EXPERIENCE

01/2023 – CURRENT Modena, Italy

Junior C++ Software Engineer ZURU Tech

During my internship in Zuru, I developed the MiniBim project which represents an embryonic version of the Dreamcatcher product, using Unreal Engine 5.1, C++ and components created by Zuru

Game Developer & Game Designer

During my time in university and in my free time, I dedicated myself to creating games:

Darwake Awakening from the Nightmare - LF GAMES - development in progress (Link)

Games published on itch.io (Link)

Games published on Play Store
1. Space Lasers: space shooter game (Link)
2. TappyDeLuke: Clone game of Flappy-Bird (Link)
3. Virus Smasher: (Link)

Games published for Windows Phone 8, 8.1, 10
1. Smart Challenge: is a logical game, where you need use the brain for win all levels.(Link)
2. Truth or Dare: is a game that you do it with friends, where you have to answer a question or do something fun. (Link)

These two games have exceeded 150,000 downloads on the Windows Phone store.

09/2020 – 09/2022 Torino, Italy

Consultant Storm Reply

I worked on several projects where I managed service provider, support on a daily basis, monitoring, infrastructure maintenance, system admin operations, creation and modification of scripts for process automation, use of AWS services. Development of a frontend application using Vue.js, infrastructure development using terraform.

EDUCATION AND TRAINING

11/2021 – CURRENT

Master's Degree in Computer Game Development University of Verona

15/02/2018 – 26/03/2020 Fisciano

Master's Degree in Computer Science: Software Engineering and IT Management University of Salerno

110 cum laude
thesis: "Identification of attacks on the can-bus through temporal features and machine-learning techniques in the automotive field"

Address Fisciano

06/2009

Trinity College London

Graded Examination in Spoken English, Grade 6 (B1.2 of the CEFR)

ADDITIONAL INFORMATION

Organisational skills

Organisational skills Throughout my years of academic studies, corporate work and pandemics, I have had the opportunity to work with different people, both up close and remotely, and I have been able

to organise my time in order to carry out the tasks and achieve the objectives of the different projects I have worked on.

Communication and interpersonal skills

Communication and interpersonal skills Excellent communication and interpersonal skills. I really like working in a team for the realization of projects. I love to increase my knowledge. I think the calm and patience are essential requirements in order to solve any problem.

Job-related skills

Job-related skills

Knowledge: Software Engineering, Systems maintenance and evolution, Design Patterns, Object Oriented Programming, User Experience Design, Human Interaction Design, Game Design, QA Testing.
Programming & Markup languages, libraries, tool:
Good skills in C++, C#, Blueprints
Good skills with Visual Studio, Unity, Unreal
Good skills with Adobe Photoshop, Balsamiq Mockups, Voxel, Figma
Good skills with Notion, Project, Miro, Jira, Confluence, Git
Excellent skills with Windows, Linux, macOS

About Me

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I am passionate about comics, games and theatre. I have felt a strong curiosity towards the world of video games from an early age. I remember the fun I had playing Bubble Bobble, Teenage Mutant Ninja Turtles in the arcades, the excitement I felt when I played and the heartbeat when I first got my hands on a Playstation. Since then, my passion for video games has grown more and more.
My dream and goal is to make many other people feel the emotions I feel when I play games and to leave a memory in their hearts.

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