

Giuseppe Abagnale

Date of birth: 10/03/1992 | **Nationality:** Italian | **Gender:** Male | (+39) 3342446869 | abagnale.92@gmail.com |
<https://github.com/Abagnale92?tab=repositories> | <https://ecchi-sensei.itch.io/> | <https://gadeveloper.altervista.org/> |
<https://www.linkedin.com/in/giuseppe-abagnale-developer/> | VIA MATTEOTTI SECONDA TRAVERSA, 2/A, 84087, Sarno, Italy

WORK EXPERIENCE

GAME DEVELOPER & GAME DESIGNER

Game Designer for "Darwake Awakening from the Nightmare" LF Games - development in progress ([Link](#))

Games published on Play Store

- Space Lasers: space shooter game ([Link](#))
- TappyDeLuke: Clone game of Flappy-Bird ([Link](#))
- Virus Smasher: ([Link](#))

Games published for Windows Phone 8, 8.1, 10

- Smart Challenge: is a logical game, where you need use the brain for win all levels.([Link](#))
- Truth or Dare: is a game that you do it with friends, where you have to answer a question or do something fun. ([Link](#))

Others Games:

<https://ecchi-sensei.itch.io/gadeveloper>

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.

09/2018 – 10/2018
COMPUTER SCIENCE TEACHER – HIGH SCHOOL "MARONE"

Education the basics of object object oriented programming with the Java language

EDUCATION AND TRAINING

11/2021 – CURRENT
MASTER'S DEGREE IN COMPUTER GAME DEVELOPMENT – University of Verona

15/02/2018 – 26/03/2020
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"

15/09/2012 – 26/10/2017
COMPUTER SCIENCE – University of Salerno

Thesis: " MicroApp iOS: Development of an engine for an iOS app, that allows users to create custom applications on their device"

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

● 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, Web Services, Human Interaction Design, Game Design.

Programming & Markup languages, libraries, tool:

Good skills in C++, C#, Java, Python

Basic skills Vue.js, node.js, javascript, terraform, CSS, HTML

Good skills with Visual Studio, Unity, Unreal

Good skills with Project Management Tools: Slack, Notion, Trello, Project, Jira, Confluence

Excellent skills with Windows, Linux, macOS

Good skills with Adobe Photoshop, Illustrator, Balsamiq Mockups, Voxel, Figma

● ABOUT ME

About Me

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.