Villa Leonardo

Game Developer

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SUMMARY

Hello World ! I'm a young and passionate Game Developer. I am a motivated person who enjoys taking on challenges. Eager to join the videogame industry for helping create the best titles.

SKILLS

Technical Skills: **- Games Dev** - Unreal Engine, Unity, C++, C#

- Virtual Production - UE (nDisplay, LiveLink, DMX Protocol, Multi-User), Optitrack System

- Modeling & Texturing - Quixel Suite, Character Creator, iClone, Blender

- Video / Photo Editing - Adobe Suite, DaVinci Resolve

- Source Control - Git, Perforce

- Frontend Dev - HTML5, CSS

Language: Fluent in written and spoken Italian. Competent in written and spoken English. Elementary in spoken Spanish.

EXPERIENCE

Virtual Production Specialist   January 2018 - On Going

NABA - Nuova Accademia di Belle Arti   Milano, IT

- Creation of virtual stages within Unreal Engine for projection on Ledwall through nDisplay technology.
- Integration of different technologies for tracking real cameras in the virtual environment.
- Creation of networked sessions to work simultaneously on the same project via Multi-User within Unreal Engine.

Unreal Engine Programmer   December 2018 - On Going

Magari S.R.L.S   Milano, IT

- I take care of the programming part within the various projects, especially when it comes to Character Controllers.
- Integration of various elements such as Animations, Sounds, and 3D Models in the Character Controller.
- When it comes to projects related to Virtual Production, I take care of the technical part of the pipeline.

Freelance Video Editor for Interior Design   2017 - 2018

MisuraEmme S.P.A   Mariano Comense, IT

- Selection of video materials for the best result in videos for brand advertising on the website and social media.
- Editing of selected video materials in addition to showroom photos with background music.
- Direct talking with the marketing team for making the products result more marketable in videos.

EDUCATION

Bachelor of Arts, Creative Technologies   September 2018 - September 2021

NABA - Nuova Accademia di Belle Arti   Milano, IT

Honor Thesis: *"Dominus",* Final Mark: 110/110 e lode.

Related Coursework: Game Design 1 & 2, Computer Games 1 & 2, Multimedia Installations, Game Writing & Narrative, Game Culture, Team Projects, Individual Master Project.

- Acquired skills in interactive prototyping of functional scripts for the main game engines.
- Learned the ability to incorporate the newest computer technologies within personal projects.
- Worked on different team projects, usually as the creative director willing to make difficult and unpopular decisions.
- Successfully develop creative strategies to create projects with low budgets.
- Used innovative techniques and technologies (Virtual Reality, AI, Arduino, MoCap, Virtual Production Pipeline).

Diploma di Liceo Scientifico Scienze Applicate   September 2012 - June 2017

Pontificio Collegio Gallio   Como, IT

Related Coursework: IT, Math, Science, Physics & Philosophy.