

Giuseppe 'Crowind' De Frenza

Game Programmer

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Profile



Born in Pisa, 1994

After getting my computer science degree I decided to focus on videogame development. I joined the TheSign Comics and Arts Academy in 2018, from where I graduated in september 2021 with full marks.

During my education I have studied and applied multiple fields, like Artificial Intelligence, Procedural Animations, Procedural Generation, and Tool Programming. My favourites were Shaders and Code Architecture.

I always try to be versatile: I extend tools and libraries when needed and I do extensive researches prior to implementing new algorithms or structures. I also have basic skills in 2D art and game design.

Work Experience

Programmer, Tech Artist

Untold Games

2022 - Current

Genoa, full-time

- Shipped It Takes Two for Nintendo Switch (porting).
- Shipped Batman: Arkham Trilogy for Nintendo Switch (porting).
- Gained knowledge in render pipelines and render debugging on Nintendo Switch, PlayStation 5, and Windows.
- Worked on versions of Unreal Engine, from UE3 to UE5 as a generalist programmer and as a tech artist - the latter focusing on performance improvements.
- Implemented and adapted AMD's FSR and FSR2 to multiple environments.
- Taught the Materials section of Epic Games' kickstart program to various teams, both in English and Italian.

Office assistant

Lucca Manga School

2019 - 2021

Lucca, part-time

Video Editing, Social Media Management, Mail Management, Database Management.

Education

Università di Pisa

Bachelor degree in Computer Science, 99/110

Pisa, Italy

Sept 2013 - May 2019

TheSign Comics & Art Academy | Event Horizon

Game Programming, 30L/30

Firenze

Sept 2018 - Sept 2021

Personal Projects

Roll with the Tiles <i>Solo Project</i> C#, Unity	June 2020 - Current
Vampire Nights <i>Shaders</i> hlsl, Unity	June 2021 - Sept 2021
Lost in the Unknown <i>Programming, Design</i> C#, hlsl, Unity	Nov 2019 - Current
Beyond Machines <i>Programming, Design</i> C#, Unity	Nov 2018 - July 2019
My Travel Agency Lazio GamesForTourism <i>Programming, Design</i> C#, Unity	Oct 2021
Re-Pair GGJ2020 <i>Programming</i> C#, hlsl, Unity	Jan 2020
A Back of Gold IFGJ2019 <i>Programming</i> C#, Unity	Sept 2019

Skills

Human Languages: Italian, English (C1 Grade B)
Languages: C/C++, C#/F#, hlsl, HTML/CSS, Java, LaTeX
Frameworks: Unity, Unreal Engine
Developer Tools: JetBrains Rider, Visual Studio, Adobe Photoshop, Vegas Pro, FMOD Studio, Blender
Version Control: Git, P4V, TortoiseSVN, Plastic
Unity Assets: Rewired, Amplify Shader Editor, Behavior Designer, Odin, DOTween

Extracurriculars

Fighting Game Community 2015 - Current

ToSmash - Super Smash Bros. Toscana

- Contributed to the organization of more than 100 Super Smash Bros. for WiiU and Super Smash Bros. Ultimate offline tournaments
- Designed the whole entirety of graphic products (*Power Rankings, Streaming Layouts, Advertising, Logo*)

Rivals of Aether Italia

- Contributed to the organization of more than 50 Rivals of Aether online tournaments
- Designed numerous graphic products (*Power Rankings, Advertising*)

Super Smash Bros. Italia

- Designed *Power Rankings* for Winter 2017/2018, Spring 2018 and Fall 2018

Misc.

- Italian and English tournament commentary
- Community management

Hobbies

- I'm an avid player of tabletop games, especially strategic games like Brass, Concordia or Scythe.
- I've played guitar and other instruments for years, I also recorded a short album with a video-game soundtracks cover band!
- I enjoy casual hiking since I was a child. Looking for chestnuts, raspberries and blackberries also makes the hiking experience precious to me.
- I'm a huge birds lover, especially crows, ravens and parrots.