

# 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.

My favourite fields are Shaders and Code Architecture, but during my career I have been able to learn a lot in multiple fields, like Artificial Intelligence, Procedural Animations, Procedural Generation, and Tool Programming.

I have always tried 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.

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### 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

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### Projects

**Roll with the Tiles** | Solo Project | C#, Unity

June 2020 - Current

**Vampire Nights** | Shaders | hlsl, Unity

June 2021 - Sept 2021

**Lost in the Unknown** | Programming, Design | C#, hlsl, Unity

Nov 2019 - Current

**Beyond Machines** | Programming, Design | C#, Unity

Nov 2018 - July 2019

**My Travel Agency Lazio** | **GamesForTourism** | Programming, Design | C#, Unity

Oct 2021

**Re-Pair** | **GGJ2020** | Programming | C#, hlsl, Unity

Jan 2020

**A Back of Gold** | **IFGJ2019** | Programming | C#, Unity

Sept 2019

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### Skills

**Human Languages:** Italian, English (C1 Grade B)

**Languages:** C/C++, C#/F#, hlsl, HTML/CSS, Java, LaTeX

**Frameworks:** Unity, Unreal Engine

**Developer Tools:** Git, JetBrains Rider, Visual Studio, Adobe Photoshop, Vegas Pro, FMOD Studio

**Unity Assets:** Rewired, Amplify Shader Editor, Behavior Designer, Odin, DOTween

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## Work Experience

### **Programmer**

*Untold Games*

2022-...

*Genoa, full-time*

### **Office assistant, Handyman**

*Lucca Manga School*

2019 - 2021

*Lucca, part-time*

Task included were: Video Editing, Social Media Management, Mail Management, Database Management.

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## Extracurriculars

### **Fighting Game Community Contributions**

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 greatly 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.