

GIUSEPPE 'CROWIND' DE FRENZA

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Education

Università di Pisa

Bachelor degree in Computer Science

Italy

May 2019

TheSign Comics & Art Academy | Event Horizon

Game Programming

Firenze

Currently Enrolled

Projects

Unannounced Personal Project | Design, Programming | C#, Unity

June 2020 - Current

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

Nov 2019 - Current

Beyond Machines | Programming, Design | C#, Unity

Nov 2018 - July 2019

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

Jan 2020

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

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