

# Viola De Frenza

## Game Programmer

✉ [crowind.gdev@gmail.com](mailto:crowind.gdev@gmail.com) | [in](#) [Linkedin](#) | 🏠 Genoa, Italy

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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.

In my 3+ experience in Untold Games I've learnt a lot about optimization and debugging, especially in graphic and rendering problems resolution, both at lower and higher level in Unreal Engine. I have worked extensively on both Nintendo Switch and Nintendo Switch 2, optimizing games on both cpu and gpu sides.



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### Work Experience

**Programmer, Tech Artist**  
Untold Games

2022 - Current  
Genoa, full-time

- Shipped Split Fiction for Nintendo Switch 2 (porting)
- Shipped Tales of Kenzera: Zau for Nintendo Switch (co-dev).
- Shipped Batman: Arkham Trilogy for Nintendo Switch (porting).
- Shipped It Takes Two for Nintendo Switch (porting).
- Studied render pipelines and render debugging on Nintendo Switch, PlayStation 5, and Windows.
- Taught the Materials and Rendering sections 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.

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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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## Personal Projects

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

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## 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.