



DARIO ZIPPO

GAME PROGRAMMER || SOFTWARE DEVELOPER

BIO

I am a computer engineer graduated in University of Pisa, with a strong passion and experience in game development, software engineering, and programming in general.

SKILLS

Game Development:

- Unity
- Unreal Engine 5
- Unreal Engine: Blueprint

Software Development:

- C#
- C++
- Java
- React
- Javascript
- Typescript
- PHP
- MySql
- Grails
- Git
- HTML
- CSS
- Tailwind

WORK EXPERIENCE

Game Developer

Stealth Company

From February 2025 to today

Unity programmer for an unannounced project.

Software Developer

East Coast Datacom, Inc.

From August 2023 to today

Fullstack development of the web user interface of WanRaptor Network Emulator.

Technologies: C# (.Net, WPF), Javascript and Typescript (React, Redux), Grails

EDUCATION

University of Pisa

Degree in Computer Engineering

Digital Bros Game Academy

Game Programmer Course Level 3

Course focused on development in Unreal Engine with associated team game production for the entire duration of the course

GameDev.TV Courses

- C# Unity Game Developer 3D
- C# Unity Game Developer 2D
- Unity Turn-Based Strategy Game: Intermediate C# Coding

CONTACT

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