



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

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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