Gaetano De Pasquale

Gameplay Programmer Tools Programmer

<u>-PORTFOLIO-</u>

CONTACT DETAILS

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ABOUT ME

I am an entry-level professional videogame developer, a gamer enthusiast of videogame programming, and a guy slighty obsessed for code quality. I am a determined, rational, sincere and also a little frank guy but my main characteristic is that I am extremely sunny.

EDUCATION HISTORY

Digital Bros Game Academy

One year course in Game Programming, 2020

High School: I.T.I.S Ettore Majorana

Graduate in computer science and telecommunications

TECHNICAL SKILLS

Programming knowledge in C, C#, C++:

C (3 years)

C# (1 year)

C++ (3 months)

Software knowledge in Unity, Visual Studio, Fork:

Unity (1 year)

Visual Studio (1 year)

Fork (1 year)

HOBBIES

During my free time I love:

Videogames (MMORPG, Strategy, Roguelike and Survival)

TV Series(Fantasy and Action)

Music

Powerlifting

Reading(Fantasy and Science)



