Federica Bucchieri

iOS Developer

passionate about
Game Development

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Milan, Italy

Search me on

Github
FedericaBucchieri

Linkedin
federica-bucchieri

Languages

Italian
Native speaker

English
C1 – Professional

Shipped Games

2022 – Developed by 3DClouds, published by Outright Games
Paw Patrol: Grand Prix
as Gameplay Programmer

Publications

Federica Bucchieri, Lijie Yao, Petra Isenberg
Situated Visualization in Motion for Video Games
Posters of the European Conference on Visualization (EuroVis), Jun 2022, Rome, Italy.!

Federica Bucchieri, Lijie Yao, Petra Isenberg
Visualization in Motion in Video Games for Different Types of Data
Journée Visu 2022, Jun 2022, Bordeaux, France.

Yvonne Jansen , Federica Bucchieri et al.
Envisioning Situated Visualizations of Environmental Footprints in an Urban Environment
VIS4Good, Oct 2022, Oklahoma City, United States.

Experience

Present 📍 Milan, Italy
iOS Developer
KRNL

Currently working on innovative AI-driven applications, including Loopsie, an AI photo generator; Sharp-AI, an AI photo editor with features such as smart fill and enhance; and RARE, a dating-assistant app.

- Develop in Swift programming language using Xcode.
- Implement app features and architecture leveraging The Composable Architecture, VIPER, and Combine.
- Build views using SwiftUI, UIKit, and Storyboard.
- Perform unit testing and debugging.

`Swift` `Xcode` `TCA` `VIPER` `Combine`

Sept 2022 – Nov 2023 📍 Milan, Italy
Gameplay programmer
3DClouds

Contributed to the development of multiplatform games, including "Paw Patrol Grand Prix" and an undisclosed racing-combat project.

- Developed gameplay features within Unreal Engine 4 and 5 using C++.
- Key contributions included skills and weapons systems, aiming system, AI systems, and tech animation features.
- Collaborated with a multidisciplinary team including designers, artists, tech artists, and producers.

`Unreal Engine 4 & 5` `C++`

Mar 2022 – Aug 2022 📍 Paris, France
Research Intern
Inria Saclay

Conducted a study titled "Situated Visualization in Motion for Videogames" exploring the impact of motion factors on the readability of data visualization and their referents' aesthetics.

- Designed, implemented, and tested "RobotLife," a first-person shooter developed in Unity using C#.
- Designed, planned, and conducted a user study involving "RobotLife" on data visualization readability.
- Published and presented two posters at data visualization conferences.

`User Study` `Data Visualization` `Unity` `C#`

Latest Personal Projects

Ubisoft Milan Oct 2023 – Mar 2024
Mentorship Develop at Ubisoft

- Developed an infinite scroller game using modern C++.
- Expanded an existing code base provided by Ubisoft.
- Created a comprehensive coding solution adhering to clean code principles, code ownership, and efficient memory management.
- Authored detailed technical documentation for the project.
- Presented the project to a panel of Ubisoft specialists.

Electronic Arts June 2024
Software Engineering virtual experience program on Forage

- Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.

Education

Double Master Degree
Human–Computer Interaction & Design
Politecnico di Milano – EIT Digital Master School

Sep 2020 – Sep 2021
📍 Milan, Italy

Double Master Degree
Human–Computer Interaction & Design
Université Paris Saclay – EIT Digital Master School

Sep 2021 – Sep 2022
📍 Paris, France

Bachelor Degree
Computer Science Engineering
Politecnico di Milano

Sep 2017 – Sep 2020
📍 Milan, Italy

Skills

Programming Languages & Frameworks
Swift (TCA, Combine, VIPER), C++, C#, Python, Java, Javascript (Vue.js, Nuxt), HTML, CSS, SQL

Tools
Xcode, Unreal Engine 4 and 5, Unity, Visual Studio, Figma, Jupiter Notebook, Jira, Pycharm

Software Engineering
Code Analysis, Code Readability, Class Design, Feature Design, OOP, Functional Programming

Version Control Softwares
GitHub, Perforce, Bitbucket