

Federica Bucchieri

Applying for Gameplay Programmer



FedericaBucchieri



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Education

EIT Digital Human-Computer Interaction double degree

September 2020 - September 2022, Master's degree

Politecnico di Milano, Université Paris-Saclay

Computer Science Engineering

September 2017 - September 2020, Bachelor's degree

Politecnico di Milano

Experience

Research Intern

March 2022 — August 2022, Paris (FR)

Inria Saclay Île-de-France

Researching the impact of motion factors in Situated Visualization in Video games by conducting a systematic review of visualizations in motion in the context of games. My future research goal comprises an empirical evaluation of my own visualization design.

Web Development and Support

June 2021 — June 2022, Milano (IT - Remote)

Politecnico di Milano, DEIB Departement

- Creating and debugging websites using WordPress, CSS, HTML and Javascript
- Determining coding requirements for site creation meeting the stakeholders and designers demands.

Publications

- Bucchieri F., Yao L., Iseberg P. "Situated Visualization in Motion for Video Games". Poster session presented at: EuroVis 22. 24rd Eurographics Conference on Visualization; 2022 June 13-17; Rome, IT

Relevant Academic Projects

First Person Shooting Game

April 2022 — May 2022

FPS Game implemented using Unity (C#) with the final goal of using it during an empirical evaluation for my Master's Thesis. The game combines level design and game mechanics with data visualization to evaluate how motion factors influence data visualization readability in video games.

MuseX

Set 2020 — Feb 2021

MuseX is a smart space software, aimed at differentiating the teaching proposal in elementary schools, offering a special experience to children. It proposes a 360° experience inside a Natural History Museum. The software is implemented in Unity (C#) and it embeds technologies such as projectors, smart objects and body movement recognition technologies (programmed for Kinect).

Skills

Front-end Development

UX Design & Research

Game Design

Data Visualization

OOP

Programming Languages & Tools

Java

Vue.js

JavaScript

Python

HTML

Unity

CSS

WordPress

C#

Figma

Languages

Italian — Native

English — C1

French — A2

Dutch — A1

Strenght

Team work & Leadership

Communication skills

Problem Solving

Emergency management

Strong commitment

Hobbies

Gaming

Scuba Diving

Travelling