



Federica Buccieri



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FedericaBucchieri



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Work Experience

iOS Engineer @KRNL srl

November 2023 - Current Position || Milan, Italy

SWIFT

Working on Sharp AI, a photo enhancement application featuring retouch and editing tools powered by cutting-edge AI technology for image manipulation.

- Migrating the app to composable architecture leveraging VIPER and Combine patterns, using Swift
- Developing new app features

Gameplay Programmer @3DClouds srl

September 2022 - November 2023 || Milan, Italy

UE5

C++

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

- Design, implementation, and maintenance of gameplay features within Unreal Engine 4 and 5 using C++.
- Main contributions include skills and weapons systems, aiming mechanisms, AI systems and tech animation.

Research Intern @Inria Saclay Île-de-France

March 2022 - August 2022 || Paris, France

UNITY

C#

Conducting a study titled "Situated Visualization in Motion for Videogames" that explores the impact of motion factor on the readability of data visualization and their referents' aesthetic.

- Design and implementation of a FPS video game within Unity using C#, serving as a platform for user testing.

Mentorships

Develop Program @Ubisoft Milan

October 2023 - January 2024 || Remote

C++

Mentorship program that consisted in a technical challenge to create an Infinite Scroller game entirely in C++, starting from a simple API provided by Ubisoft.

- Technical focus: use of modern C++, clean code, reusability, ownership, memory management

Publications

- Federica Buccieri, Lijie Yao, Petra Isenberg. *Situated Visualization in Motion for Video Games*. Posters of the European Conference on Visualization (EuroVis), Jun 2022, Rome, Italy.
- Federica Buccieri, Lijie Yao, Petra Isenberg. *Visualization in Motion in Video Games for Different Types of Data*. Journée Visu 2022, Jun 2022, Bordeaux, France.

Education

Human-Computer Interaction & Design

September 2020 - September 2022 || Milan, Italy - Paris, France

Master's double degree @EIT Digital Master School

Computer Science Engineering

September 2017 - September 2020 || Milan, Italy

Bachelor degree @Politecnico di Milano

Skills

C++, C#, Swift, Unreal Engine 4 & 5, Unity, Python, HTML, Javascript, CSS, Java, SQL, Vue.js, Git, Figma

Languages

Italian: Native | **English:** Professional