Federica Bucchieri

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Experience

Junior Gameplay Programmer
September 2022 — Now, Milan (IT)

3DClouds srl
- Programming in Unreal Engine (C++).
- Game system and mechanics - Object-oriented programming.
- Bug Fixing and Debugging.

Research Intern: Visualizations in Video games
March 2022 — August 2022, Paris (FR)

Inria Saclay Île-de-France
- Research Topic: Situated Visualization in Motion for Video games
- Studying the impact of motion factors on the readability of visualizations in motion and their data referents' aesthetic in video games.
- Video game design and development with Unity (C#).

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.

Education

Human-Computer Interaction & Design
September 2020 - September 2022, Double Master's degree cum laude

Politecnico di Milano, Université Paris-Saclay

Computer Science Engineering
September 2017 - September 2020, Bachelor's degree

Politecnico di Milano

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.

Skills

Game Development

UX Design & Research

Interaction Design

Data Visualization

Software engineering

Programming Languages & Tools

C++	UE4/UE5
C#	Unity
Java	Vue.js
JavaScript	Python
HTML	Figma

Languages

Italian — Native

English — C1

French — A2

Dutch — A1

Strenght

Passion for videogames

Knowledge of game systems and mechanics

Communication skills

Problem Solving

Strong committement

Hobbies

Gaming

Scuba Diving

Travelling