FEDERICO DELL'AQUILA

GAME PROGRAMMER

ABOUT ME

Making games is how I express my creativity. Working with other persons and learning from them has always been an important driving motif for me. I enjoy discovering how things works and collaborate with my teammates to find effective solution to any problem our project may be affected.

I have a special interest for XR, all its possible applications and how we can discover new way to entertain and solve problems with it.

SKILLS & SOFTWARES

Game Engines & Frameworks

Languages

Source Control

Production

CONTACTS

Website:
feddel.igad.nl

Mail:
federico.dellaquila1993@gmail.com

Phone number:
+39 3386456865

LinkedIn:
Federico Dell'Aquila

WORK EXPERIENCE

RED HOG STUDIO 2023-Current

- Development of a plugin for Unreal Engine 5 to streamline VR and Desktop Game Development. The goal was to create a series of solutions and components that can work both for VR and Desktop applications without the need to create separate systems.
- Development of a learning-oriented framework in Unreal Engine 5 aimed to schools and universities in collaboration with an international team. My main tasks were focused on retrieving data generated by educators on a website and stored on a server and dynamically convert them into interactable 3D experiences in UE5 aimed to provide students with an entertaining way to effectively learn complex concepts.
- Developing prototypes in Unreal engine 5 for multiple VR applications with the goal to present a vertical slicers to clients and educational institutions.
- Responsible to train interns and colleagues on the use of source control applications and resolution of related problems in order to provide them the skills to become independent and being able to make contribution in collaborative projects.
- Teaching experience gained through the education of beginner/intermediate Game Development students on the use of both traditional C++ and C#, and C++ for Unreal Engine 5.

NEOMORPH STUDIO/Galactic Entertainment 2022-2023

- Implementation of Bullet Physics Engine in UE5 and building of a physics framework to achieve deterministic physics for an online pinball game prototype.
- Worked on a web based multiplayer online top-down shooter using TypeScript, Three.js, Node.js and Coloseus.

NEOMORPH STUDIO 2021-2023

- Development of multiple VR experiences using Unity and C#: a hand gesture recognition system for the Oculus Quest 2 finger tracking technology and a fitness gamification experience.
- Development of an online multiplayer application for mobile using Unity Netcode for GameObjects and Unity Services.
- Coordination of a small team of programmers for the development of a mobile application using Unity and C#. Among my responsibilities were planning the project architecture, identify the right techniques and solutions to solve problems, define the work and QA pipeline, educating the team regarding development and programming concepts, represent them as a spokesperson during meetings and interfacing with leads from other disciplines in order to align and defines objectives.

EDUCATION HISTORY

Breda University of Applied Sciences (Breda, Netherlands)

[2018 – 2022]
Science Program: International Game Architecture and Design (IGAD)/ Creative Media and Game Technologies (CMGT)
Direction: Game programmer