



Giacomo Vanni



Unity Developer

Profile

Motivated and passionate 4 years experience Unity game programmer graduated at [Event Horizon School](#) / [TheSign Comics & Arts Academy](#) with extensive knowledge of C#, OOP, Unity and Team work.

Dedicated, hardworking, and committed to becoming a dependable and valuable team member.

Videogames are my life-passion and I've grown up playing all kind of games, from MMO's to Fps

I've spent the 2019 studying about Graphic programming with a particular focus on Shader Development in Unity.



Currently I am teaching Shaders Basics at the academy where I graduated.

Employment History



Shaders Basic Teacher at TheSign Comics & Arts Academy, Florence

October 2019

Education

Game Programmer, Event Horizon School / TheSign Comics & Arts Academy, Florence

November 2016 — September 2019 **Informatic Engineering [Not**

finished], University of Pisa September 2014 — August 2016



Extra-curricular activities

Social media manager/ Customers welcoming at Dimora Antico Borgo, Terricciola

May 2015

In order to pay my studies I've joined the family buiseness and start handling social media and welcoming customers for our B&B/ Appartment service in Tuscany where I learn an InDepth knowledge on how to work and relate with customers.



References

References available upon request

Details

Via Falorni 2, Pisa, 56025, Italy, +39

3935667302 giacomo_vanni@yahoo.it

Links

[Portfolio and Resume](#)

Skills Unity

C#

OOP

Leadership and Teamwork

Ability to Work in a Team

Deadline Oriented

Good team player

Languages

Italiano

English

Hobbies

Videogames, Competitive

Esports, Skiing, Sports in general,

Game Jams,