

<u>Software</u>	<u>Years experience</u>	<u>Used for</u>
Blender	4 Years, 2019-2023	<ul style="list-style-type: none"> <li>• Hard Surface modelling of everyday objects or rifle</li> <li>• Make new UV map</li> <li>• Improving my modelling skills to improve my ability to understand artist requests designer and programmer</li> </ul>
Unreal Engine	2 Years, 2021 - 2023	<ul style="list-style-type: none"> <li>• <b>Jump Jump:</b> (<a href="https://giusepperotondo03.github.io/JumpJump_Project.github.io/">https://giusepperotondo03.github.io/JumpJump_Project.github.io/-/</a>)</li> <li>• Small game projects</li> <li>• Learn BluePrints, character controller, general UnrealEngine 5 features and improve my design skills</li> </ul>
Unity	2 Years, 2019-2021	Small project to get closer the game industry
Quixel Mixer	1 Years, 2020-2023	Make new texture ready to play in game with help of Mega Scans library by Epic Games
PhotoShop	4 Years, 2019 - 2023	Make quick sketches of Gameplay features before starting adding them to the game. This helps me with both the process of designing and programming.
Monday.com and other similar software	2 Years, 2021 - 2023	Helps me to keep organising projects with "to do list" and "bug to fix list". Bugs and tasks have a date and descriptions.