


## PERSONAL INFORMATION

## Francesco Degno



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 [Personal website](#) (work in progress)

Gender Male | Date of birth 17/10/2002 | Nationality Italian

JOB APPLIED FOR  
POSITION  
PREFERRED JOB  
STUDIES APPLIED FOR

## JOB APPLIED FOR POSITION

Game Developer

## PREFERRED JOB

Code Programmer for game development, Junior Programmer

## STUDIES APPLIED FOR

Advanced and professional certificate of programming and game development

## EDUCATION AND TRAINING

September 2021 – May 2024

## Advanced certificate of Game Development

Nautilus Academy Videogames & Digital Art, Catania

## Main

- Programming using C# in Unity
- Basic and intermediate principles of Game Design

## Auxiliaries

- Programming using Blueprints and partially using C in Unreal Engine
- Basic principles of Drawing and 3D modelling

## Professional

- Developing a complete game with a group of people
  - Organization of division of work and deadlines

September 2016 – June 2021

## Diploma, Applied Science sect.

Liceo scientifico statale Enrico Fermi, Applied Science section, Ragusa

## Main

- Mathematics, Computer Science, Physics, Chemistry
- English

## Auxiliaries

- Italian, Art history & Drawing, Philosophy, History & Geography
- Physical education

## PERSONAL SKILLS

Mother tongue(s)

Italian

Other language(s)

Replace with language

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
B2	B2	B1	B1	B1
Cambridge Assessment Preliminary English Test				

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user  
Common European Framework of Reference for Languages

## Communication skills

- Inclined towards collaboration;
- Capable of giving and receiving constructive feedback and encouraging it inside the work environment.

## Organisational / managerial skills

- Base leadership principles gained while managing different groups for developing games one at a time during the formation period inside Nautilus Academy;
- Organizational skills for resources and time management gained while working in different groups for developing games.

## Job-related skills

- Good command of coding languages such as C# and C++ partially, gained through the use of game engines, such as Unity or Unreal Engine (to a lesser extent);
- Adequate timeline management, which includes strategic planning and goal-setting;
- Brainstorming skills to create innovating ideas.

## Digital competence

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient	Independent	Independent	Proficient	Proficient

Levels: Basic user - Independent user - Proficient user

[Digital competences - Self-assessment grid](#)

## Europass digital skills test (ICT-certificate)

Replace with your other computer skills. Specify in what context they were acquired. Example:

- good command of office suite (word processor, spread sheet, presentation software) gained from creating documents for presentation and explanation of games which I developed;
- good command of midlevel photo editing software gained as an amateur artist.

## Other skills

- Good command of English dialogue and reinterpreting those as a translation or adaptation, which includes traditional texts and songs' lyrics, gained by translating dialogue and songs of certain videogames.

## Driving licence

B (in the process of achieving it)

## ADDITIONAL INFORMATION

Projects  
Involvements  
Personal data

## Projects

- Spaceships' Threat: demo of a 3D arcade videogame made in 3 months (in 2023) alone in order to improve my own programming skills;
- Fight 4 Life: a 2D survival videogame made in 3 months (in 2022) in collaboration with a class colleague;
- Going to Sleep (under development): videogame under development state inspired by the idea of counting sheep before falling asleep;

## Involvements

- Global Game Jam 2024 (January 2024): designing and creating a game in one week in the role of programmer and game designer within the team, under the Nautilus Academy name;
- Global Game Jam 2023 (January 2023): designing and creating a game in one week in the role of game designer and helper within the team, under the Nautilus Academy name;
- Programmer and artist in a project with a non-disclosable name;
- Participating in the Chairtale project, as an artist (under development)

## Personal data

- I authorize the treatment of my personal data under the law of the Legislative Decree of June 30<sup>th</sup>

2003, no. 196 "Personal Data Protection Code"

## ANNEXES

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- On-demand