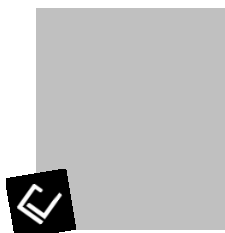## PERSONAL INFORMATION

Francesco Degno

📍 Via R. Rossellini n.5, 97100 Ragusa, Sicily

📞 +39 347 342 0976

✉ franc.degno@gmail.com

🌐 Personal website (work in progress)

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

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)

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 30th |

2003, no. 196 "Personal Data Protection Code"

ANNEXES

▪ On-demand

2003, no. 196 "Personal Data Protection Code"

▪ On-demand