



# Stefano Palma

## Game developer

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Website: <https://idkwnisu.github.io>

## Work experiences

- ◆ Coder dojo mentor - 2019

## Education

- ◆ Unimi - Informatica percorso progettazione di videogame 2017-2020
- ◆ Unisalento - ingegneria dell'informazione 2013-2016

## Skills

### Game programming

- ◆ Great skills with Unity(C#)
- ◆ Basic skills with Unreal Engine(BP/C++)
- ◆ Good programming skills in other languages(C, java,javascript,php)
- ◆ Designing and developing VR and AR applications and games
- ◆ OpenGL and SDL programming
- ◆ Basic knowledge of other languages(HTML, css, mysql)

### Design

- ◆ Design of interactive real time applications and games
- ◆ User interface and user experience design

### Arts

- ◆ Experience with GIMP, Inkscape and Blender
- ◆ Shader and shader graph programming
- ◆ Textures and VFX art

### Other skills

- ◆ Team and project management
- ◆ Mother tongue italian, fluent english
- ◆ Eager and fast to learn

