



Stefano Palma

Game developer

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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



Projects

Us one as two - Unity

Game programming and design, VFXs and shaders

Multiplayer cooperative game for two players, made with photon

The two characters need to protect each other and synchronize their movement and attacks to defeat all game's bosses.

The gameplay is focused on two energies and their interaction, black can only be stopped by black and damaged by white and vice versa

Lost in aaramit - Unity

Game and controls programming, shaders, level design

Cheerful 3d platform adventure game.

You impersonate Allen a young kid just shipwrecked on an alien planet while he tries to recover all his ship's pieces to go back to his adventures

The game alternates various platform sections with puzzles and other sections such as labyrinths and theme based gameplay moments(each location has its themes and peculiarities)

Game jams

Game jams I attended to:

GGJ 2018 - GGJ 2019

LD - 28, 38, 44

Extra credits Game jam #3

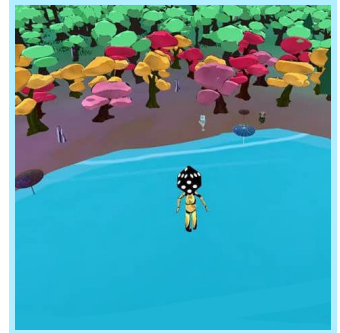
Procjam

Indies vs pewdiepie jam

Screenshot taken from ggj 2019's game dreamlight, a short 2d platform game where the light constantly dimmer and you need to reach the safe point before the house gets completely dark

Realistic facial expressions - UE4

The project aimed to take a realistic 3d mesh of a human face and make it show human expressions following data received from python. The data is received via a local server and shown on the mesh in real time.



Socials and contacts:

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