



# Stefano Palma

Technical Artist, VFX

Telefono: 389 5936126

E-mail: stefano-palma@hotmail.it

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

### Programming

- ◆ C++ and OpenGL Programming
- ◆ Shader programming with GLSL or other similar languages
- ◆ Great experience with Unity and knowledge of other game Engines

### Arts

- ◆ Visual Shader programming
- ◆ Creation of vfx via particle systems
- ◆ Basic 3d modeling skills with blender
- ◆ Texture creation using Krita, Gimp or Processing

### Game Design

- ◆ Core system and level design and balance
- ◆ Control and feedback design
- ◆ Design of game narrative and storytelling

### Other skills

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

