

GIORGIO MICHELE DE GIORGIO

Game Programmer

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ABOUT ME

Hi, I am a Game Programmer passionate about AI and gameplay programming. I focus on performances optimization and software architecture.

I have a music background as a Cello teacher and I am a self-taught electronic musician.

My favourite videogames are the Gothic saga and Dark Souls. I also like Tabletop RPGs and I have several years of experience as a D&D Game Master.

HARD SKILLS

- **Programming languages**
 - C++: Very confident
 - C#: Very confident
 - Java: Very confident
 - C: Confident
 - Python: Confident
- **Game Engines**
 - UnrealEngine5: Very confident
 - Unity: Very confident
- **Version control**
 - Git: Confident
- **IDEs**
 - VisualStudio: Very confident
 - VSCode: Confident
 - Rider: Confident
- **Others**
 - FLStudio: Very confident
 - MS Office: Very confident

SOFT SKILLS

- Team work
- Communication
- Organization
- Curiosity
- Collaborative with designers and artists

LANGUAGES

- Italian: native
- English: fluent

PROJECTS

Trauma

Survival Horror, 2023-2024, 3 months, 9 people, UE5, Blueprints

- Main AI (Sensing, Decision Making and Actuation), retrieve player visibility and AI world interfacing
- Audio programming with MetaSounds and music production
- Light art, post-processing and visual feedbacks

Procedural 2D Platformer

Platformer, 2023, 1 month, solo project, Unity, C#

- 2D Character controller from scratch using Unity's Physics library and a custom state machine
- WFC for level generation and dedicated tool for a designer friendly data-driven approach

Stray

Platformer Adventure, 2021, 5 months, 3 people, Unity, C#

- 3D Character controller using Unity's Physics library
- Gravity powers (Half life 2 Gravity gun like)
- Dialogue system and plot events
- Level design, light art, post-processing and music production

EDUCATION

DBGA - Game Programming Course

Online, 2023-2024

Master in Computer Engineering (AI)

University of Calabria, Rende (CS), Italy, 2019-2023

- Graduated cum laude
- Member of the winner group of the AI course competition
- Thesis on the optimization of "ThinkEngine", a Unity plugin developed at University of Calabria

Bachelor in Computer Engineering

University of Calabria, Rende (CS), Italy, 2014-2019

- Thesis on "JMonkeyEngine3" a GameEngine written in Java

Diploma in Cello

Conservatory "F. Torrefranca", Vibo Valentia (VV), Italy, 2008-2017

- Graduated with honors

PROFESSIONAL EXPERIENCE

ThinkEngine development

Univeristy of Calabria, Rende (CS), Italy, 3 months, 2023

- Kept working on the ThinkEninge after my master thesis work
- Publication: Angilica D, De Giorgio GM, Ianni G. On the impact of sensors update in declarative AI for videogames. InCEUR WORKSHOP PROCEEDINGS 2023 (Vol. 3437). CEUR-WS.

Cello teacher

"Tommaso Campanella" highschool, Lamezia Terme (CZ), Italy, 2019-2023