

# GIORGIO MICHELE DE GIORGIO

*Game Programmer*

 Chiaravalle Centrale (CZ), Italy  
 +39 3396313524  
 [giorgiomichele.degiorgio@gmail.com](mailto:giorgiomichele.degiorgio@gmail.com)  
 [www.linkedin.com/in/gm-de-giorgio/](https://www.linkedin.com/in/gm-de-giorgio/)  
 [github.com/ILDirettore95](https://github.com/ILDirettore95)  
 [giorgiomicheledegiorgio.com](https://giorgiomicheledegiorgio.com)

## 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**