



GIOVANNI GIACALONE

GAME PROGRAMMER

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- Palermo, Italy

HARD SKILLS

Programming languages:

- C++ - *Very confident*
- C# - *Very confident*

Game Engines:

- Unreal Engine - *Very confident*
- Unity - *Very confident*

Miscellaneous:

- Git / GitHub
- Jira / Trello
- Agile methodology

SOFT SKILLS

- Teamwork
- Active listening
- Fast-learning
- Problem solving

LANGUAGES

- Italian** : *Native*
- English** : *Proficient*

ABOUT ME

I am a curious, hard working and self motivated person, always looking for new challenges and learning opportunities.

From my academic background I bring optimal organizational, relational and communicational skills that allow me to work really well in a team setting and to efficiently adapt to new situations.

In my free time I like to play videogames (mainly JRPGs like the Final Fantasy and Persona serie and soulslike), Another passion of mine is to read about space and to keep myself updated about new discoveries.

PROJECTS

Memory Leak - Gameplay Programmer - Unreal Engine 5 [🔗](#)

Team members: 9 | 3D Survival Tower Defense

Oct 2023 - Jan 2024

- General Game and Progression System
- AI Programming - Enemies (using Behavior Trees) and Bossfight (using State Trees)
- System to handle spawn, management and progression of mobs
- UI Programming
- Sound Programming

Tenebris - Gameplay Programmer - Unity [🔗](#)

Team members: 6 | 2D Endless Runner

Jun 2023 - Sep 2023

- General Game and Progression System
- Procedural Content Generation
- Tools Programming
- Key mapping System
- System to handle spawn and management of enemies

EDUCATION

Digital Bros Game Academy - Game Programming

Mar 2023 - Feb 2024

- Data structures and algorithms
- Game Design patterns
- Object oriented programming (OOP), Event driven programming, Data driven programming
- Unity / C#
- Unreal Engine 5 / C++

Self study

Nov 2022 - Feb 2023

- Codecademy courses on **C#**, **C++** and **GIT**
- Unity** junior programmer course

University of Palermo

Master's Degree in Organizational Psychology,
2019-2022

- Graduated cum laude

University of Palermo

Bachelor's Degree in Psychology Science and Techniques,
2015-2019

PROFESSIONAL EXPERIENCE

Talent Acquisition Officer

AKKA Technologies (now Akkodis)

May 2022 - Nov 2022, Vicenza

Curricular Internship, University of Palermo

Orientation Centre

Oct 2021 - Jan 2022, Palermo

Curricular Internship, Asterisco

Employment agency

Apr 2018 - Jul 2018, Palermo