

# Daniele Cortesi

Imola, Italy  
16 March 1993

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## Professional Experience

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### Freelance Developer

10 2022 – Present

#### Creepy Bug

Imola, Italy

- Unity video game development
- 3D modeling in Blender
- Marketing and video editing

### Frontend and Unity developer

05 2019 – 09 2022

#### Melazeta

Modena, Italy

- React Native apps and React web apps
  - \* With Redux, Jotai, Luxon, React Navigation and Router
  - \* API integration with React/TanStack Query
- Unity edu games and VR experiences
  - \* SMAILE
  - \* Frida Kahlo face swap

### Unity intern

12 2018 – 05 2019

#### Just Funny Games

Imola, Italy

## Specialized Skills

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### Advanced understanding

- C# & .NET, Git, HTML & CSS, JavaScript, Python, SQL, Typescript
- React, React Native, Unity, Xamarin

### Collaboration

- Team work with ux/ui designers, artists and other developers
- Temporal task effort estimation for project management

## Education

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### University of Bologna

09 2015 – 07 2018

Master degree in Computer Science, Summa cum laude

Bologna, Italy

Thesis: Reinforcement Learning in Rogue

### University of Bologna

09 2012 – 09 2015

Bachelor degree in Computer Science, Summa cum laude

Bologna, Italy

Thesis: A Web Service for gamified applications of tourist itineraries

## Publications

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Asperti, A., Cortesi, D., De Pieri, C., Pedrini, G., and Sovrano, F. (2019). **Crawling in rogue's dungeons with deep reinforcement techniques**. In IEEE Transactions on Games, 12(2), 177-186.

Asperti, A., Cortesi, D., and Sovrano, F. (2019). **Crawling in rogue's dungeons with (partitioned) a3c**. In *Machine Learning, Optimization, and Data Science: 4th International Conference, LOD 2018, Volterra, Italy, September 13-16, 2018, Revised Selected Papers 4* (pp. 264-275). Springer International Publishing.

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