



Lorenzo Falvo

Game Developer - Unity
- Unreal Engine

Profile

🧑‍💻 I am a passionate game developer with a strong foundation in C++, C#, and TypeScript.

I love bringing game concepts to life, transforming ideas into immersive experiences that resonate with players.

💡 I am always eager to learn and improve my skills, exploring new technologies and programming techniques to create engaging and immersive games.

Contact



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lorenzo-falvo.github.io/Portfolio/



Milan, Italy

Skills

- Ability to adapt to change, flexibility, open-mindedness
- Effective communication skills and teamwork attitude
- Ability to handle constructive feedback and criticism

Technical Skills

- 🧑‍💻 Languages: C++, C#, TypeScript
- 🎮 Game Engines: Unity, Unreal Engine
- 🔧 Version Control: Git, GitHub, Fork
- 🛠️ Other Tools: Jira, Visual Studio, VS Code, Rider

Experience

(2021-Now)

🎮 GAMINDO

Game Developer

- 🏗️ Design and develop gameplay features, from prototype to full implementation.
- 🛠️ Design and implement tools to support specific features/systems, as new needs arise during game development.
- 🎨 Work closely with Artists and Designers to help achieve the desired result in the final product.
- 📄 Write clean, tested, and well-documented code.
- 🔄 Create and manage my tasks with Source Control system (GitHub, Jira).

(2019-2020)

👛 GAMESTOP ITALIA SRL

Sales Clerk

(2018-2019)

🍿 THE SPACE CINEMA

Snack Bar Attendant

Education

(2020-2021)

📚 GAME PROGRAMMING - DIGITAL BROS GAME ACADEMY

🎯 In this course, we simulated a real game development process, mirroring the workflow of actual studios.

🏆 I was awarded a scholarship to attend this school.

👨‍🏫 Teacher: Alberto Barbatì

(2017-2020)

🎓 TELEMATIC UNIVERSITY OF PEGASO

Bachelor of Sports Sciences L-22