Carmelo Mammana

Game Developer

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I am a programmer from Italy with a great passion for coding and problem solving. I love working in team and write the more efficient and clean code. I am always ready to learn and grow my skills. You can see all my projects in my portfolio.

Native language: Italian   **Foreign languages:** English (C1)

EXPERIENCE

Avanade
October 2019 – present

Programmer
.NET, C#, Javascript, HTML, CSS, SharePoint, AGILE

Unity project with Event Horizon School
October 2016 – September 2019

Unity programmer
- ❖ Creamy Battle (Unity, C#)
  - Implemented game mechanics and core programming
  - Local multiplayer detection with Rewired (licensee)
  - Implemented AI with three levels of difficult based on my revisitation of A* pattern
  - UI/UX manager
  - Implemented various tools for game designer like map generator or sound manager
  - Team work
- ❖ Unity personal projects (Unity, C#)
  - iOS & Android development
  - AR
  - AI, Multiplayer
  - Jam Session

Casalini Libri SPA
May 2018 – December 2018

Programmer
.NET, C#, Java, HTML, SQL, Javascript, CSS

British Red Cross (Eltham, London)

Shop assistant

EDUCATION

Event Horizon School
November 2016 – September 2019

Game programmer
Completed three years of course in Game Development and concurrently working on personal projects.

ISIS Gobetti Volta
2009 – 2016

IT Expert
Information Technology high school

SKILLS

LANGUAGES	SOFTWARE	PM TOOLS	VERSIONING
• C • C++ • C# • Javascript • HTML • CSS • PHP	• Visual Studio • Unity	• Trello • AGILE	• GIT