



# CARMELO MAMMANA

SOFTWARE DEVELOPER

**Portfolio:** <https://carmelomammanna.github.io/>

## Unity Developer from Italy

I'm a very passionate software developer interested in all kind of technologies. More than ever with **Videogames, AR/VR/XR and AI.**

**I graduated as Game Programmer** with three years course and I took part in trade events like Milan Games Week and Lucca Comics and Games as a developer.

## HARD SKILLS

### OOP

95%

### UNITY

95%

### C++ (STUDYING)

40%

### SQL

90%

### VISUAL STUDIO

90%

### RIDER

90%

### C#

95%

### GIT

95%

## WORK EXPERIENCES

### Software Developer C#-Unity

UpSurgeon | 2021 - Current

Worked on mobile AR applications (iOS- Android) with Unity Engine.

- ARFoundation
- I worked with 3D artists and managed complex 3D scenes.
- Software Development Life Cycle
- In-App purchase
- General behaviours and optimizations
- Online Stores Management (iOS & Android)
- UI/UX

### Programmer .NET

Avanade | 2019-2021

Worked as a programmer with AGILE method for a big client as Monte dei Paschi di Siena Bank using various technologies:

.NET; Javascript; CSS; HTML; SQL; SharePoint

### Programmer

Casalini Libri | May 2018- Dec 2018

Worked as a programmer with various technologies like:

.NET, SQL, JavaScript, HTML, CSS

## EDUCATION

### Event Horizon - Game Programmer

Bachelor's Degree | 2016 - 2019

**Final thesis: AI with different difficult levels**

**Bachelor's Degree as Game Programmer.**

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

The course was focused on C++, C#, Unity and teamwork with Designers and Artists

### ISIS Gobetti - Volta - Programmer

High School Diploma | 2009 - 2016

High School Diploma as Programmer

## SOFT SKILLS

- Team Work
- Details
- Problem Solving
- Learning skills
- Organization
- Dynamic

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