



# CARMELO MAMMANA

## SOFTWARE DEVELOPER

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### 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



#### UNITY



#### C++ (STUDYING)



#### SQL



#### VISUAL STUDIO



#### RIDER



#### C#



#### GIT



## WORK EXPERIENCES

### Unity Developer

UpSurgeon | 2021 - Current

Worked on mobile AR applications (iO- Android) Witailer Unity Engine

### Programmer

Avanade | 2019-2021

Worked as a programmer with AGILE method for 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

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

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

### 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