CARMELO MAMMANA

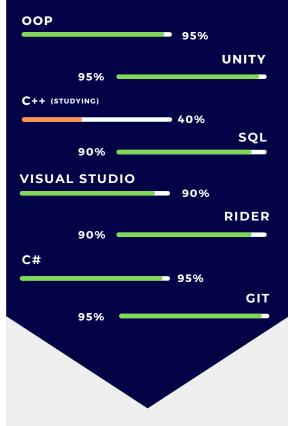## SOFTWARE DEVELOPER

Portfolio: https://carmelomammana.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%

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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**