

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 (B2)

EXPERIENCE

Avanade

October 2019 – present

Junior Programmer

.NET, C#, Javascript, HTML, CSS

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

- C
- C++
- C#
- Javascript
- HTML
- CSS
- PHP

SOFTWARE

- Visual Studio
- Unity

PM TOOLS

- Trello

VERSIONING

- GIT