

# Carmelo Mammana

## Game Developer

(+39) 342 861 2626 | [carmelomammana8@gmail.com](mailto:carmelomammana8@gmail.com) | Portfolio: <https://carmelomammana.github.io>

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

### 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