# Carmelo Mammana

## Unity 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 (C1)

## EXPERIENCE

**UpSurgeOn**
March 2021 – present

### Unity Programmer (2 apps on Apple & Play store)
 Unity, C#, ARFoundation,                              App Development
Life Cycle (Android & iOS), UI/UX, HTML, CSS

**Avanade**
October 2019 – March 2021

### Programmer
.NET, C#, Javascript, HTML, CSS, SharePoint, AGILE

**Unity project with Event Horizon School**
October 2016 – September 2019

### Unity programmer
- ❖ Creamy Battle (Unity, C#)
  - Game mechanics, Multiplayer, AI, UI/UX, Tools for Designers
- ❖ 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 | SOFTWARE | PM TOOLS | VERSIONING |
|---|---|---|---|
| - C | - Visual Studio | - Trello | - GIT |
| - C++ | - Unity | - AGILE | - Unity versioning |
| - C# | - Rider | | |
| - Javascript | | | |
| - HTML | | | |
| - CSS | | | |