



CARMELO MAMMANA

SOFTWARE DEVELOPER

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)

60%

SQL

90%

VISUAL STUDIO

90%

RIDER

90%

C#

95%

GIT

95%

WORK EXPERIENCES

Unity Developer

UpSurgeon | 2021 - Current

Worked on mobile AR applications (iOS- Android) with 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

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