



# Nicola Castellani

Web/Game Frontend  
Developer & Software  
Engineer

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 [Nicola Castellani](#)

## about me

I'm a passionate **UI Developer**, looking to become a complete *UI Tech in my career*.

I love **perfect designs**, not only by appearance but also by **accessibility**.

My goal is to **design and develop interfaces** with a **focus on usability and performance**. I am excited about creating amazing UIs that **enable people to understand your products at a glance**.

## education

2020 - 2022

**Master in Game Development**

2011-2014

**Bachelor's Degree in Computer Science**

## skills

### Languages and Libraries

Typescript, C#, C++, Javascript, PHP, ThreeJS, React, NextJS, Qwik, Astro, Node, Electron, AWS, Angular, Cypress, Jest

### Game Engines

Unreal, Unity, Godot

### Tools

GitHub, GitLab, Heroku, Atlassian, Miro, Figma, Postman, VSCode, Rider, Webstorm, Pycharm, Android Studio, XCode

## work experience

### Trailblazer Games

Oct. 2022 - Present  
Remote

### Software Engineer

- Building and maintaining UI Architectures using React and Unity, in collaboration with design and art team
- Working with Gameface to create a web-based UI in unity
- R&D on our games regarding UX, accessibility and performances of our applications
- Managing, distributing and updating our core websites built with NextJS
- Working with AWS services like S3, DynamoDB and AppSync for our multiplayer games
- Handling weekly production releases on Google Play Store and Apple App Store

### Rortos

Nov. 2021 - Oct. 2022  
Verona, IT

### Unity Frontend Developer

- Worked on top company products like Wings Of Heroes and Real Flight Simulator
- UI development on WoH
- AI improvements on RFS
- Unity Editor tools development

### Self Employed

Mar. 2018 - Nov. 2021  
Verona, IT

### AddValue

Mar. 2018 - Nov. 2021  
Verona, IT

### Angular Developer

- Built new web apps and features using Angular
- Managed releases on various environments
- Developed of a Cypress-based e2e testing architecture
- Developed NodeJS based system to handle CI/CD and some Rest APIs

### VAS SRL

Mar. 2018 - June. 2019  
Milan, IT

### React/Unity Developer

- Implemented Web games using mainly React, ThreeJS and Unity
- Worked strictly with the art team and production team to organise and implement new features

### Trueblue

Feb. 2015 - Mar. 2018  
Verona, IT

### Frontend | Mobile Developer

- Worked in the R&D team to implement new CMS Architectures using Typescript
- Worked with both Cordova and Native code to distribute and maintain our mobile applications
- Developed new features and maintained existing ones
- Worked strictly in contact with our customers to deliver the product they needed.