



## 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** from **usability to performance**, looking forward to creating amazing UIs to help people **understand your products with your eyes**.

## EDUCATION

- Master in Game Development  
*University of Verona - 2020 / 2022*
- Degree in Computer Science  
*University of Verona - 2011 / 2014*

## HOBBIES

- Game prototyping  
**"How is that made?"**  
I love to try new solutions and experiment with things I don't know.
- Music Production  
**"Sometimes I need my own music"**  
Making music is therapeutic in my opinion. I'm creating music since 2011.
- Sport and Trekking  
**"Movement for mental wellness."**  
My mind is usually feeded with a lot of stimulus, but my body too. I love long walks and team sports.

SEE MORE @



Science  
passionate



Cat owner



Beer lover



Mountain  
traveler

Privacy

I herewith authorize the use of my data, in accordance with the GDPR 679/16 - "European regulation on the protection of personal data", by anyone who receives this CV from me, for the sole purpose of professional opportunities and recruitment processes.

# NICOLA CASTELLANI

UI DEVELOPER



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Nicola Castellani



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## WORK EXPERIENCES

These are the most relevant work experiences, where I've learned a lot and worked with new technologies. **See more on my LinkedIn profile.**

### Freelance front-end Game/Web Developer



2018 - PRESENT



VERONA - IT - REMOTE



#### Working as self-employed

In 2018 I've decided to start a new adventure, working as a self-employed is not easy, but I've learned a lot and worked with different agencies, gaining a more deep vision of the front-end world.



#### Angular Developer



2018 - PRESENT



VERONA - IT - REMOTE

Angular specialist, working on legacy systems restyling and technology migration for performance boost.



Angular top author on DEV.TO



Unit/E2E testing with Karma



#### React/Unity Developer



2018 - 2019



REMOTE

Worked with React and Unity to combine amazing 3D contents into real-time web applications for a notorious University of Milan.



Unity WebGL - Udemy

### iOS / Web Developer



2015 - 2018



VERONA - IT



#### Trueblue

Trueblue is a mid-sized IT company based in Verona, one of the most relevant agencies in the pharma sector. Here I've started my career as frontend web and mobile developer, creating CMS for big pharma industries using web browsers and iOS applications.



Swift developer



## Skills

**Languages:** C++, C#, Typescript, Javascript, Java, Kotlin, Swift

**Game Engines:** Unity, Unreal, Godot, PlayCanvas

**VCS:** Git, Git LFS, command line git and GUI using GitKraken, Github Desktop and IDE tools.

**Methodologies:** Waterfall, Agile, Lean, TDD, DevOps

**Tools:** GitHub, GitLab, Heroku, Atlassian Suite, Mirò, Notion, Gravit Designer, Fruity Loops, Toggl, Discord, IntelliJ Rider for Unity and Unreal, Visual Studio



## LANGUAGES



ITA Native



DE Scholastic level



EN High comprehension, intermediate-level written and fluent speak