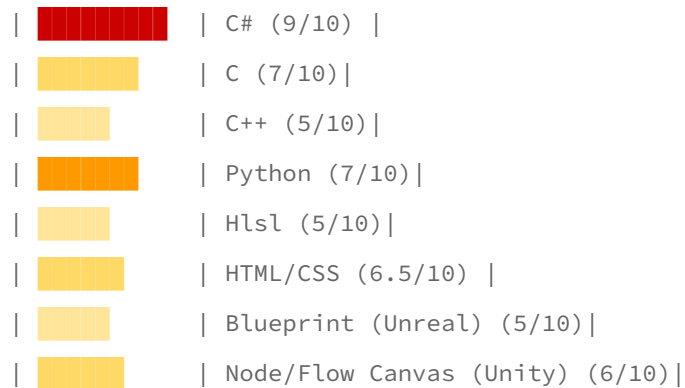Via privata Paolo dal Pozzo Toscanelli, 1
20132, Milano (MI)
(+39) 351 7313473
nicolasmollo.98@gmail.com

Nicolas Mollo
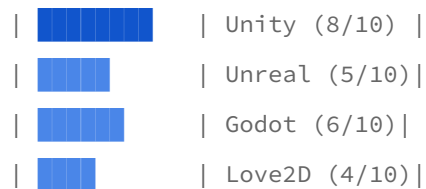
Software Developer
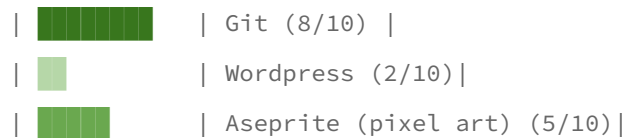

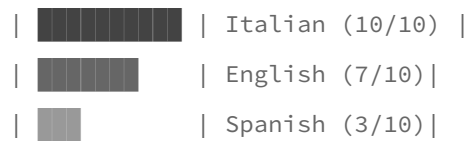# SKILLS

Programming languages:

███████		C# (9/10)
█████		C (7/10)
████		C++ (5/10)
██████		Python (7/10)
████		Hlsl (5/10)
█████		HTML/CSS (6.5/10)
████		Blueprint (Unreal) (5/10)
█████		Node/Flow Canvas (Unity) (6/10)

Engines:

██████		Unity (8/10)
████		Unreal (5/10)
█████		Godot (6/10)
███		Love2D (4/10)

Others:

██████		Git (8/10)
██		Wordpress (2/10)
████		Aseprite (pixel art) (5/10)

Languages:

████████		Italian (10/10)
█████		English (7/10)
██		Spanish (3/10)

EXPERIENCE

Strutturaleggera, Milano — *Software developer*

`May 2022 - July 2024`

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During my time at "Strutturaleggera" I was involved in software development with Unity, primarily working on VR applications.

Projects:

_Palla dove vai:

During this period, I contributed to several projects, including some that were published on various stores, such as 'Palla Dove Vai' (Valentina Edizioni, Digital book for children), for which I was responsible for the development of most of the minigames, the world introductions, settings, customizer, data saving system, and more.

_Tennis League VR:

I worked on a small part of the implementation of a plugin for 'Tennis League VR' that allowed players to film themselves within the VR world

[Tennis League VR | Launch Trailer](#)

_ANTaging:

In addition to the projects mentioned above, I have also worked on a VR project for Alzheimer's patients (ANTaging), which consists in the recovery and subsequent positioning of objects.

I took care of both the implementation of some features in the PC version and the entire standalone version (for Meta Quest 2).

EDUCATION

AIV (Accademia Italiana Videogiochi), Milano — *Certificate*

October 2020 – July 2023, Milan

HOW TO REACH ME

[Web site](#)   [GitHub](#)   [LinkedIn](#)