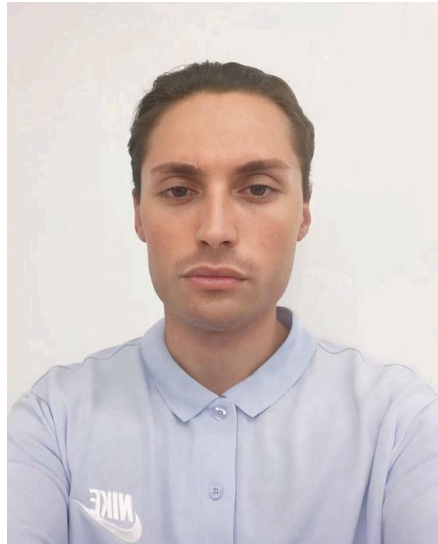


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nicolasmollo.98@gmail.com

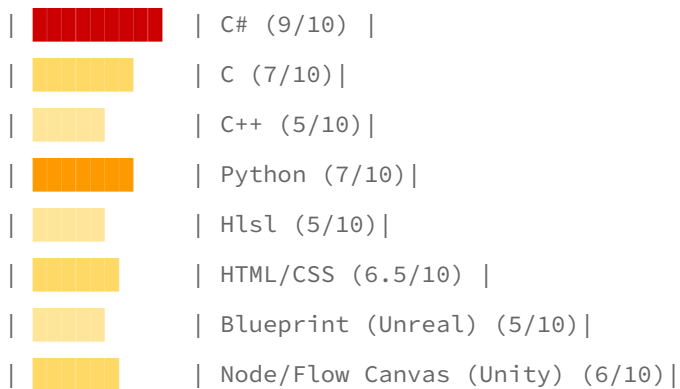


Nicolas Mollo

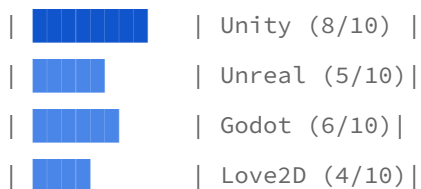
Software Developer

SKILLS

Programming languages:



Engines:



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

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.

Anteprima App Store

Questa app è disponibile solo sull'App Store per iPhone e iPad.



Palla Dove Vai 
Francesco Brioschi Editore srl
★★★★★ 6.0 • 2 valutazioni
Gratis

Screenshot iPhone iPad



_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](#)