



ANTONINO CARACCI

GAME DEVELOPER

ABOUT ME

Passionate about video game development, I studied programming at the Italian Academy of Video Games. Collaborating on multiple projects with fellow students, including participating in the Global Game Jam, I actively seek opportunities to apply my skills and creativity in the gaming industry.



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[Linkedin](#)



[GitHub](#)



[YouTube](#)

SKILLS

- Unity
- Unreal Engine
- Python
- C#
- C
- C++
- Object Oriented Programming(OOP)
- Git
- XML
- Json

EDUCATION

SECONDARY SCHOOL / 2016 - 2021

Diploma of "Industrial Electronics and Electrical Engineering: Automation"

ACADEMY EXPERIENCE / 2021- 2024

Accademia italiana dei videogiochi

Workshop Multi-Agent AI from design to implementation

LANGUAGE

Italian Native

English Intermediate

EXPERIENCE

WILD CLONE WEST

At the academy, in a group project we created a game using Unity. The project includes the implementation of several game mechanics including quest, AI, animations, IK, vault and climb system.

GLOBAL GAME JAM

Draining Woods - GGJ 2023 A tps arcade game developed with Unreal Engine 5 during the GGJ 2023 (theme: roots) with other Designer, Artist and Developer of AIV.

WHACKY WHEELS

Mobile game made with a small team, where players must control traffic and ensure no accidents occur. Built using Unity.

SUMMER GAME JAM 2024

Airport Delivery Guy, project created during the Summer Game Jam hosted by [TheXPlace](#). In just 6 days. (theme: roots) You will need to deliver luggage and people to the corresponding plane.