

TOLUSSO RAFFAELE

ABOUT ME

I am an inquisitive person, who enjoys programming and challenges. I try to get as involved as I can in every project I am a part of, so that I can give it my all and learn from the people around me. At the present day I am working as Unity Developer at AnotheReality exploring Extended Reality solutions.

EDUCATION

High School Diploma at "ISIS Arturo Malignani" Liceo Scientifico delle Scienze Applicate

In the academic year 2016/2017, I earned my High School Diploma with a score of 94/100.

Bachelor degree in Computer Science at "Università degli studi di Udine".

I earned my bachelor's degree in Computer Science in 2021 with a score of 108/110.

CERTIFICATES AND COURSES


- In 2017, I earned my CAE certificate (C1 Advanced)
 - In the academic year 2020/2021, I took the Game Programming course at Digital Bros Game Academy
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SKILLS


- Extensive knowledge of shaders programming and rendering
- Extensive knowledge of functional programming
- Extensive knowledge of C#
- Extensive knowledge of OOP
- Extensive knowledge of Unity
- General knowledge of C
- General knowledge of C++
- General knowledge of Unreal Engine
- General knowledge of Machine Learning
- General knowledge of Artificial Intelligence
- General knowledge of Java

PERSONAL AND CONTACT INFORMATION

Born in Udine, on 18th February 1998

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 [linkedin](#)

 [Portfolio](#)

LANGUAGES

English: advanced level (C1 certificate)

Italian: first language

German: basic level (A2 certificate)