RAFFAELE TOLUSSO

Junior game programmer

CONTACTS

Born in Udine, on 18th February 1998

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LinkedIn

Portfolio

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.

Currently, I am working as Unity Developer at AnotheReality, exploring **Extended Reality** solutions.

LANGUAGES

Italian: first language

English: advanced level (C1 certificate)

German: basic level (A2 certificate)

WORK EXPERIENCE

AnotheReality
March 2022 – Now
I develop virtual reality and augmented reality solutions using Unity 3D.
I work daily on upgrading and porting old C# code to new applications.

EDUCATION

Digital Bros Game Academy
October 2020 – August 2021
I took the Game Programming course at Digital Bros Game Academy

- Cults of Praywood
  - RTS Game
  - Game programmer
  - In collaboration with 34BigThings.

- Dicey Galaxy – Mobile Game
  - Mobile Game
  - Game Programmer
  - In collaboration with WhatWapp

Bachelor's degree in computer science at "Università degli studi di Udine"
September 2017 – March 2021
I earned my bachelor's degree in Computer Science in 2021 with a score of 108/110.

High School Diploma at "ISIS Arturo Malignani"
Liceo Scientifico delle Scienze Applicate
October 2012 – July 2017
In the academic year 2016/2017, I earned my High School Diploma with a score of 94/100.

HARD SKILLS

Programming languages
C#   C   C++   Java

IT interests

Artificial Intelligence - Machine Learning - OOP - Shaders and rendering - Unity - Unreal Engine - Metaverse