

ROMUALD RUGOLETTO

Student - 22 years old



Contact

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Professional experience

- 2018** **CreativeVR** *Extended four-month internship*
Game development with Unity3d (C#):
- Excessive Speed in AR on mobiles
- A VR game on PS4 (available soon)
- 2016 2017** **Socca-conseils** *One-year work-study*
Reworking of an internal company website (fullstack development).
- 2015** **One person company** *Two-month internship*
Development of free accounting software with Qt (C++).

Skills

- Mobile Development**
Android, Windows Phone, Application Web Progressive
- Software development**
Java, C#, C++ / C
- Web development**
JSON, SQL, PSQL, HFSQL, JavaScript, PHP, HTML / CSS
- On-board programming**
K8055, Fez Panda, Arduino
- Language**
French (Native), English (B2)

Studies

- In progress** **Master degree MAPI (second year)**
Management of innovative video game projects at Polytech Nice Sophia
- 2016 2017** **Professional licence DAM**
Mobile development application in Sophia-Antipolis
- 2014 2016** **BTEC Higher SNIR**
Digital Computer Systems and Networks at Lorgues High School
- 2014** **BTEC STI2D – SIN**
Information and Digital Systems at Lorgues High School

Student projects

- 2018 2019** **3D Adventure Game** *Mobiles with Unity3d (C#)*
Gameplay mixes various types of games (adventure, infiltration, running) and makes players evolve in a galaxy endangered by an occult group.
- 2017 2018** **Game beat'em up / platformer 2D** *Mobiles with Unity3d (C#)*
A couple of characters will have to fight together against the Hell Master's henchmen, with only one objective: to protect each other. The fights are a mix between *Dragon Ball* and *Tap Titan*.
- 2016 2017** **2d car racing game** *UWP native (C#)*
The player controls a vehicle that tries to escape the police by driving in the wrong direction. He wins points by going as far as possible while dodging vehicles coming in the opposite direction.
- Speed and visual acuity game** *Android native (Java)*
Many targets are moving on the screen and the player must find the intruder as quickly as possible.
- 2014 2016** **Software for a road tunnel management** *Java*
Allows to control cameras, retrieve sensor values and operate others. Alerts the user as soon as a car remains at a standstill or on the roadside for too long.
- Programming a robot with Arduino** *C++*
Robot able to exit and mapping a labyrinth by sending information to software developed in C++ to design the labyrinth graphically and locate the robot in real time.

Hobbies

- Video games
- Hiking
- Development
- Board games

Personal project

- In progress** **Tactical game** *Mobiles with Unity3d (C#)*
On the chess principle, two players play against each other. Both control an army composed of several units with unique moves and the one who destroys the opposing base wins the game.