

ROMUALD RUGOLETTO

Game Developer - 23 ans



Contact

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Professional experience

2018 2019 **CreativeVR** *Four- and six-month internships*
Game development with Unity3d (C#):
- Excessive Speed in AR on mobiles
- Darkness Rollercoaster on PSVR

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

2017 2019 **Master degree MAPI**
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

Hobbies

Video games
Hiking
Development
Board games

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.

Personal project

In progress **3D Adventure Game** *Mobiles with Unity3d (C#)*
On the Pokémon principle, capture, advance and fight with your monsters in a rich and varied universe. The objective is to offer a rich, accessible and demanding gaming experience.