

# ROMUALD RUGOLETTO

Game Developer - 25 ans



## Contact

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## Skills



### Mobile development

Android, Windows Phone, Application Web Progressive



### Software development

Java, C#, C++ / C



### Web development

Typescript, JavaScript, Json, Sql/NoSql, Angular, NodeJs, Html / Css



### On-board programming

K8055, Fez Panda, Arduino



### Project management

Git, Gantt, Teamcity, Kibana



### Language

French (Native), English (B2)

## Professional experience

- 2019 2020** ICS **One-year fixed-term contract**  
Development of a mobile application of state of the art (Angular/NodeJs). Then lead development of an electronic document management application (Angular/Java).
- 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**  
Développement of free accounting software with Qt (C++).

## 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 Lycée de Lorgues
- 2014** BTEC STI2D – SIN  
Information and Digital Systems at Lycée de Lorgues

## Hobbies

- Video games  
Hiking  
Développement  
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** 2d Game beat'em up / platformer **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 a software developed in C++ to design the labyrinth graphically and locate the robot in real time.

## Personal project

- 2020 2021** Tactical game **Mobiles with Unity3d (C#)**  
The player will evolve several teams of pirates by facing other teams of players online in tactical turn-based battles. During a battle, each player has 5 minutes to eliminate the opposing captain by using the powers and movements of his crew members.