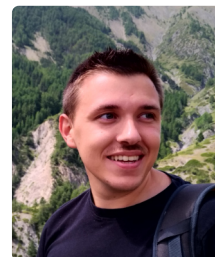19 av de Soissons
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ROMUALD **RUGOLETTO**
Developer - 26 years old

Skills

Software development
Java, C#, C++ / C

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

Mobile development
Android, Windows Phone, Application Web Progressive

On-board programming
K8055, Fez Panda, Arduino

Project management
Git, Gantt, Teamcity, Kibana, Scrum, Agile method

Language
French, English

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

Development

Board games

Professional experience

2021 2022 Ankama — Permanent contract
Development of server code (Java/PSQL) according to SOLID principles. Iteration in agile method by 2 weeks sprints, with start of sprint meeting, stand-up meetings, retrospective.
Each feature follows the following process: analysis of the client's needs, writing of the technical documentation, implementation of the features and unit tests, code review, then testing, beta and production.

2019 2020 ICS — One-year fixed-term contract
Fullstack development on several projects (Angular/NodeJs/NoSql) on which I integrated monitoring tools such as elasticsearch and firebase. Then I managed a small development team for a cross-platform DMS where I was in charge of project management and backend development (Java/OracleSQL). When I arrived on the project, I listed all the existing problems and planned features in a backlog, set up a monthly update cycle and distributed the backlog tickets to the developers in 2-week sprints.

2018 2019 CreativeVR — Six months internship
Development with Unity3d (C#) of a car racing game in augmented reality for mobiles and a shooting game for the Playstation VR. My internship was about development, but I also brought project management solutions like git, youtrack and a wiki to make the development of the projects more reliable.

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. The project was designed and developed in 5 months and was presented at the International Games Festival in Cannes in February 2019.

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*. The project was designed and developed in 5 months and was shown at the International Games Festival in Cannes in February 2018.

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.

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.