

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.