

19 av de Soissons  
02400 Château-thierry  
rugoletto.romuald@gmail.com  
06.42.64.94.83  
linkedin.com/in/romuald-rugoletto  
rugolettoromuald.github.io



## 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.