ROMUALD **RUGOLETTO**
Game Developer - 25 ans

Contact

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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 compagny website (fullstack development).

2015	One person company	Two-month internship

Dévelopment of free accounting software with Qt (C++).

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)

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

Dévelopment

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

2018 2019	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.