

# GAETANO TROVATO | CV

- » **Status:** M.Sc. Game Development, Game Programmer
- » **Fields:** Video Game Development, Software Development
- » **Tech:** C#, C++, Unity, Unreal, Cocos2Dx, Java
- » **Loves:** Sci-Fi shows, anime, science and RPGs



## »» Summary

Curious and methodical video games developer with computer science background, good mathematical and physical knowledge. Fascinated by emergent gameplay systems and AI behaviours. I love finding solutions to problems and learning from the challenges I face.

## »» Experience

- |               |  |                     |
|---------------|--|---------------------|
| 2024 - Now    | <b>Programmer</b>  | Lively              |
|               | » Worked on <Phoenix> unreleased multiplayer game  |                     |
| 2022 - 2024   | <b>Junior Programmer</b>   | Lively              |
|               | » Worked on <Orange>, auto-battler gatcha RPG [Unity]  |                     |
|               | » Worked on <Icaco>, unreleased multiplayer shooter [Unity]  |                     |
|               | » Worked on "Parallel" [Unity]   |                     |
|               | » Worked on "Warped Kart Racing" port for Apple Vision Pro [Unity]   |                     |
| Jul - Sep '22 | <b>Programmer Internship</b>   | Lively              |
|               | » Worked on <Orange>, auto-battler gatcha RPG [Unity]  |                     |
| 2019 - 2021   | <b>Solo Video Games projects</b>   | Self-taught studies |
|               | » Created a platformer game with underlying speed running influences [Unity]   |                     |
|               | » Developed a hide and seek minigame in Unreal Engine 4 and Blueprint only as a study about the engine's AI features.                                |                     |
| 2017 - 2017   | <b>Solo project</b>  | Self-taught studies |
|               | » A simple application that parsed HTML pages from a mobile game wiki to build a MySQL database and a basic UI made with Java Swing to make queries. |                     |

## »» Education

- |             |   |                            |
|-------------|---|----------------------------|
| 2021 - 2022 | <b>M.Sc. Video Game Development</b>   | Birmingham City University |
|             | » Created a platformer game as part of small team [Cocos2Dx]  |                            |
|             | » Developed a vertical slice about a time looping puzzle game using Unreal Engine 4 and C++.  |                            |
| 2018 - 2019 | <b>Pg.D. Computer Science</b>   | University of Edinburgh    |
|             | » Knowledge of program's parallelisation, distributed systems and big data management. Software architecture and process management theory with basic knowledge of DB Management Systems. |                            |

2014 - 2017

**B.Sc. Computer Science**

University of Studi di Milano-Bicocca

- » Thesis: IDS' Evolution: A Comparison between Snort and Newer Tools
- » Main focus on Java and C++ with basic knowledge of functional programming. Code analysis and optimisation practices, maths, physics and statistics. Basic knowledge of MySQL databases and network theory.