



Gaetano Trovato

Videogame Developer

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Soft Skills

Teamwork



Time Management



Communication



Organisation



Problem Solving



(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert), self assigned.]

Hard Skills

Algorithm Optimisation



Databases



Unity



Unreal Engine



Object Oriented Programming



(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert), self assigned.]

About Me

Curious and methodical video games developer with computer science background, and good mathematical and physical knowledge. Interested in game-play programming and AI, I love finding solutions to problems and learning from the challenges I face. Currently honing my skills while working in a team at the BCU's Gamer Camp Pro studio.

Education

- Sep '21 - Present Master of Science (MSc) in Video Game Development
Birmingham City University, Birmingham, UK
- Sep '18 - Nov '19 Postgraduate Diploma (PgD) in Computer Science
University of Edinburgh, Edinburgh, UK
- Sep '14 - Nov '17 Bachelor of Science (BSc) in Computer Science
Università degli Studi di Milano-Bicocca, Milan, Italy
Thesis: *"IDS" Evolution: Comparison between Short and Newer Tools*
Grade: 107/110

Experience

- 2019 - 21 Videogames projects:
Unity and Unreal Engine projects made during self-taught study, focused on gameplay programming and AI
- 2017 Mobile game database:
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

Scholarships and Awards

- 2018 - 2019 Scholarship awarded by The University of Edinburgh
- 2016 - 2017 Scholarship awarded by Università degli Studi di Milano-Bicocca
- 2014 - 2016 Scholarship awarded by CIDiS

Certificates

- Jul 2017 TOEFL iBT (ETS)
- Jun 2014 ECDL Certificate
- May 2011 Certificate of Completion of Autocad 2010 - 3D course

Languages

- Mother tongue Italian
- Fluent English

Other information

Relevant Computer Skills

- Advanced Java, C++
- Intermediate Unreal Engine 4, Unity, MySQL, Latex, C#, Cocos2Dx
- Basic Lisp, Prolog, Rust, HTML, JavaScript

Other Relevant Knowledge

Physics, basic calculus and statistics, Database and DB Management Systems theory and development, distributed systems and big data management, code analysis and optimisation, computer animation and visualisation theory, program's parallelisation, software architecture and process management.