




SIMONE CANNONE


Videogame Programmer

CONTACT

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PROFILE

I'm deeply passionate about video games and have dreamed of making my own since I was a child. That's why I decided to learn game programming, so I could develop them myself. I also love art, which led me to study a bit of 3D animation—but I wasn't very good at it. That's when I discovered my true passion for programming.

I love working with others and learning from them. I'm always willing to help and I'm a very dedicated person when it comes to work—I always deliver what's expected of me.

In my free time, I play video games, watch movies, or read articles and explore different topics. I also usually spend some time working on personal projects I have in progress.

SKILLS

- C/C++
- UNITY
- UNREAL ENGINE
- C#
- GITHUB

EXPERIENCE

Video Game Programmer - Arkadia/Esat

09/2023 - 07/2024

Final year project published on Steam in which a video game was developed in a semi-professional manner bringing together the different careers and with producers simulating a real work environment.

Sound technician assistant - TV Castellon

03/2019 - 06/2019

Intern student at TV Castellon assisting in the preparation of programs and taking charge of the audio system both in terms of equipment repair and recording of this in programs and live. Also some video editing.

Waiter - El Barco

07/2021 - 08/2021

Waiter in a tourist place during the summer season several years.

EDUCATION

Computer Science for Games

2024 - Present

Sheffield Hallam University

HND in Computing Videogames Programming

2021 - 2024

ESAT

Grado Superior Animación 3D

2019 - 2021

IES Henrie Matisse

LANGUAGES

ITALIAN – NATIVE

SPANISH – NATIVE

ENGLISH – IELTS(6.5)

OTHER PROJECTS

Copperfield Engine

Copperfield Engine is a 3D game engine created by just two people. It aims to offer the essential features for game development, with an easy-to-use API that follows a data-driven design with the use of ECS.

The only libraries used are glfw, glew, imgui, tinyobjloader, StbImage and OpenAL. We have tried to keep them to a minimum, having our own math and collision library, as well as physics.

Play Station 5 Engine

The Play Engine is a lightweight and efficient game engine built to make handling 3D models, textures, audio, and resource management as smooth as possible. Designed for flexibility and high performance, it provides a solid foundation for game developers who want a modular and scalable framework without unnecessary complexity.

Project Invasion

Mobile game with mechanics similar to Vampire Survivor made by three programmers and several artists.

And published on itch.io: [Itch.io \(only available on Android\).](#)

In this project, the programmers served as designers but my main task in programming was the implementation of the UI, the weapon and its improvement system and the entire sound section of the game. Apart from helping my colleagues in everything possible in their tasks and solving global problems.