ANTONIO PALUMBO | GAME DEVELOPER

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PROFESSIONAL SUMMARY

Passionate Unity Game Developer with a Media Informatics & Visual Computing Bachelor's Degree. Currently on a self-teaching journey to hone my skills in all aspects of Game Development and Design.

CORE COMPETENCIES

- ✓ Web Development Essentials and React
- ✓ Source & Version Control w/ git
- ✓ Project Management w/ Jenkins & Bitbucket
- ✓ Java, C#, Typescript, Python
- ✓ Agile software development
- ✓ Unity C# Game Development

PROFESSIONAL EXPERIENCE

Hebotek OG

Web Developer | September, 2022- June, 2023
- Oversee and maintain core web services and websites with React & Typescript
- Write well-designed and efficient code by using the best software development practices
- Meetings with Stakeholders for Quality Insurance

UNESCO

Junior Web Developer | Oktober, 2022 - June, 2023
- Frontend development with React and Typescript
- Project "Mil Cities" (under development)

RELEVANT PROJECTS

Ruba (development)

Game | July, 2023 - present
- Tabletop 3D game, made in Unity
- Core concepts: Scene Management, Animation, Coroutines, Lighting, Post Processing

Flappy Bird 3D

Game | June, 2023 - June, 2023
- 3D remake of the popular game "Flappy Bird"
- Core concepts: Sound, SFX, Animation, High Score, Input Manager

Space Doodle Jump

Game | June, 2023 - June, 2023
- 3D remake of the popular game "Doodle Jump"
- Core concepts: Sound, SFX, High Score, Physics, Particle Systems

Portfolio

Website | July, 2023 - July, 2023
- antoniopalumbo.com

Road To Scudetto

Website | February 2023 - March, 2023
- roadtoscudetto.online

EDUCATION

2016 - 2022| Technical University Vienna

Bachelor of Science - Media Informatics and Visual Computing