

Valerio Paventi

Game Developer

Valerio Paventi

Rome, Italy

(+39) 3203098130

[Mail](#) - [LinkedIn](#) - [Portfolio](#)

Skills

Excellent knowledge of C#
Good knowledge of Python/C++
Excellent knowledge of Unity3D
Good knowledge of Unreal Engine
Good knowledge of Mirror Networking
Good knowledge of Amazon Web Services
Good knowledge of MongoDB
Good knowledge of Flutter

Career Experience

Taco Studios/ Gameplay Developer

SEPTEMBER 2022 - PRESENT, ROME

Acryptia / 2D Card Game / Unity x WebGL

- Gameplay Developer
- Server Authoritative Mechanics (Mirror)
- Network optimization and reliability improvement
- Optimization & Debugging

Polyverse / 3D Horde Shooter / Unity x WebGL

- Gameplay Developer
- Server Authoritative Mechanics (Mirror)
- Network optimization and reliability improvement
- VFX
- Optimization & Debugging

Mars Kitchen / VR Cooking Game / Unity x VR Headset

- Gameplay Developer
- Shader & VFX
- Optimization & Debugging
- PS5 porting

Rainstones srl / CTO

JUNE 2019 - AUGUST 2022, ROME

ARgo

- Lead developer
- UI/UX developer
- ARKit/ARCore developer
- Content implementation
- Test & Debugging

Inquadra

- Developer
- ARKit developer
- XCode developer
- Content implementation
- Test & Debugging

Lisciani

- Developer
- ARKit/ARCore developer
- Content implementation
- Test & Debugging

JLab srls / Founder & CTO

MAY 2017 -MAY 2019, ROME

ExpertAR

- Lead developer
- UI/UX developer
- ARKit/ARCore developer
- Android Studio developer
- Backend maintenance
- Content implementation
- Test & Debugging

Education

Liceo Scientifico Keplero / Scientific High School Diploma
SEPTEMBER 2009 - JUNE 2013, ROME

Via Silvestro Gherardi, 87 – 00146 Rome

CEFI / Java Development class
2015

Epic Games / Introduction to Game Design
MARCH 2025

Epic Games / Unreal Engine Fundamentals
MAY 2025

Language Skills

Native Language: Italian

Others:

Language	Speaking	Listening	Writing	CEFR Level
English	Fluent	Fluent	Advanced	B2
Spanish	Elementary	Elementary	Basic	A2