



ANDRE FRANCAVILLA

GAME PROGRAMMER

ADDRESS

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PORTFOLIO

[ANDREFRANCAVILLA.GITHUB.IO](https://andre Francavilla.github.io)

ABOUT

I'm a Game Programmer with Game Design knowledge. I specialize in Unity and C# and I also have experience with Unreal and C++. I'm always ready to take on new opportunities to grow personally and professionally

SKILLS

- Custom Engine Tools
- Game AI
- Multiplayer
- Photo Editing
- Pixel Art
- Programming Patterns
- Source Version Control (Git)
- Teamwork



WORK EXPERIENCE

UI & Graphics Programmer

Biokip Labs - June/July 2021

I worked on first and third-party applications as a freelancer

Gameplay Programmer

Raven Travel Studios - Nov 2019/Mar 2020

I worked on fundamental aspects of the game's storyline progression.

These were my responsibilities:

- AI Programming
- Gameplay Mechanics
- Game Design
- Refactoring

Game Development Mentor

Freelancing - 2019/Current

I offer one-to-one lessons about subjects relative to game development, using Unity, C#, and other project management software.



EDUCATION

Digital Bros Game Academy

Certificate of Attendance 2020/2021

An annual Game Programming boot camp that simulates a real videogame company

ITIS "Conte Milano" - 2014/2019

High School Diploma in Computer Science

Final Grade: 87/100

EQF Level: Level 5 EQF



OTHER SKILLS

Languages

- English [Mother Tongue]
- Italian [Mother Tongue]

Certifications

- MOS: Office Word 2016
- MOS: Office Excel 2016
- Cisco CCNA