



# ANDRE FRANCAVILLA

## GAME PROGRAMMER

### ADDRESS

VIA FRANCESCO PRIMATICCIO 182,  
MILAN, ITALY

### EMAIL

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### PHONE NUMBER

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### PORTFOLIO

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

## ABOUT

I'm a Game Programmer with Game Design knowledge. I'm a Unity and C# expert and I also have experience with Unreal and C++.

I'm always ready to take on new opportunities to grow personally and professionally!

## SKILLS

- Unity (C#)
- Unreal (Blueprint/C++)
- Custom Unity Engine Tools
- Teamwork
- Source Version Control (Git, Perforce)
- Game Mechanics Design
- Other creative media



## WORK EXPERIENCE

### Game Programmer

3D Clouds - Sept 2021/Current

Developing games that are shipped onto multiple platforms using Unreal Engine 4

### 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