



# CARMELO MAMMANA

UNITY DEVELOPER

## ABOUT ME

I'm a very passionate software developer interested in all kind of technologies. More than ever with Videogames, AR/VR/XR and AI.

I graduated as Game Programmer with three years course and I took part in trade events like Milan Games Week and Lucca Comics and Games as a developer

## HARD SKILLS

OOP 95%



UNITY 95%



C# 95%



GIT 90%



## SOFT SKILLS

- Good communication
- Team Work
- Details oriented
- Ready to learn
- Problem Solving

## CONTACTS

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## WORK EXPERIENCES

### Lead Software Developer C#-Unity

HetaLab Sept 2021 - Aug 2022 ->

Project acquired by Retail Italia Aug 2022

Worked on WebGL sim-building applications with Unity Engine for the fashion industry.

- Translate business requirements into technical requirements
- Planned, designed and built applications with testing and debugging.
- Worked with 3D artists and managed complex 3D scenes.
- Software Development Life Cycle
- General behaviours and optimizations
- Online Database (API, Download models and textures)
- UI/UX

### Software Developer C#-Unity

UpSurgeon | 2021 - Current

Milan, Italy

Worked on mobile AR applications (iOS- Android) with Unity Engine.

- ARFoundation
- Worked with 3D artists and managed complex 3D scenes.
- Software Development Life Cycle
- In-App purchase
- General behaviours and optimizations
- Online Stores Management (iOS & Android)
- UI/UX

### .NET Developer

Avanade | 2019-2021

Florence, Italy

Worked as a programmer with AGILE method for a big client as Monte dei Paschi di Siena Bank using various technologies: .NET; Javascript; CSS; HTML; SQL; SharePoint

### .NET Developer

Casalini Libri | May 2018- Dec 2018

Florence, Italy

Worked as a programmer with various technologies like: .NET, SQL, JavaScript, HTML, CSS



## EDUCATION

### Event Horizon - Game Programmer

Bachelor's Degree | 2016 - 2019

Final thesis: AI with different difficult levels

Bachelor's Degree as Game Programmer. Completed three years of course in Game Programmer and concurrently working on personal projects. The course was focused on C++, C#, Unity and teamwork with Designers and Artists

### ISIS Gobetti - Volta - Programmer

High School Diploma | 2009 - 2016

High School Diploma as Programmer