CARMELO MAMMANA

I am a Software Developer with a degree in Game Development, specializing in Unity Development and proficient in native Swift. I have a strong interest in AR/VR, AI, and emerging technologies. My career began in 2019, and I have worked with both startups and large companies. I am always eager to learn something new and tackle new challenges.

CONTACTS

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↖ www.carmelomammana.github.io/

SOFT SKILLS

- Communication.
- Problem solving
- Teamwork
- Adaptability
- Attention to Detail
- Creativity
- Critical Thinking

LANGUAGES

Italian - native language
English - C1

UNITY DEVELOPER

WORK EXPERIENCES

Software Developer Unity - Swift   2023 - current
Deloitte Digital, Milano

- Developed WebGL, AR/VR, and standalone software for various clients in the fashion, retail, manufacturing, and automotive industries using Unity and Swift.
- Analyzed client needs and requests to achieve desired objectives.
- Created and reviewed proposal documents with a focus on timelines and technologies.
- Translated business requirements into technical specifications.
- Planned, designed, and built applications, including testing and debugging.
- Collaborated with 3D artists and managed complex 3D scenes.
- Followed the Software Development Life Cycle (SDLC).
- Implemented general behaviours and optimizations.
- Communicated with clients and team members to understand project goals.
- Worked with designers to create UI/UX designs.

Lead Software Developer Unity   2021 - 2023
Heta Lab/Retail Italia, Bologna

- Developed WebGL simulation-building applications using Unity Engine for the fashion industry.
- Translated business requirements into technical specifications.
- Planned, designed, and built applications, including testing and debugging.
- Collaborated with 3D artists and managed complex 3D scenes.
- Followed the Software Development Life Cycle (SDLC).
- Implemented general behaviours and optimizations.
- Integrated online databases (API) for downloading models and textures.
- Focused on UI/UX design.

Software Developer Unity   2021 - 2021
UpSurgeon, Milano

- Developed mobile AR applications (iOS and Android) using Unity Engine.
- Utilized ARFoundation for augmented reality features.
- Collaborated with 3D artists and managed complex 3D scenes.
- Followed the Software Development Life Cycle (SDLC).
- Implemented In-App Purchases.
- Applied general behaviours and optimizations.
- Managed online stores for iOS and Android platforms.
- Focused on UI/UX design.

Software Developer   2019 - 2021
Avanade, Firenze

- Worked as a programmer using the AGILE methodology for a major client, Monte dei Paschi di Siena Bank.
- Utilized a range of technologies, including .NET, JavaScript, CSS, HTML, SQL, and SharePoint.

EDUCATIONS

Game Developer   2016-2019

Event Horizon, Firenze

Earned a Bachelor's Degree in Game Programming, with a focus on C++, C#, Unity, and collaborative work with designers and artists, while also working on personal projects.

Programmer Diploma   2009-2016

ISIS Gobetti - Volta