



FRANCESCO PERUZZI

TECH AND GAMES ENTHUSIAST, PASSIONATE DEVELOPER

CONTACTS

-  +39 - 345 265 1594
-  francesco95peruzzi@gmail.com
-  <https://github.com/fr4p3rzz>
-  in/francescoperuzzi/

PROGRAMMING LANGUAGES

FAVOURITES

C#

C++

CONFIDENT WITH

JavaScript

PHP

HTML + CSS

SQL

WANT TO KNOW BETTER

Python

HUMAN LANGUAGES

LANGUAGE

Italian

English

PROFICIENCY

NATIVE LANGUAGE

CAMBRIDGE B2

MAIN TOOLS

TOOL

Visual Studio / VSCode

Git

Unity Engine

Unreal Engine

EDUCATION

- High School graduation **95/100**
- Game programming graduation at **AIV**
- Computer Engineering student at **UniMercatorum**

ABOUT ME

Born in 1995 in a small town near Vicenza (IT); touched for the first time a PC with MS-DOS in my grandfather's house when I was 4 and never stopped since.

Passionate about music, art and any kind of technology, but mostly interested in anything that can blend creativity and computers

WORKING EXPERIENCES

Melon Method Softworks

Unity programmer ~ part-time ~ mar2023 - today

Unity C# generalist programmer for NDA indie game currently in development, reporting directly to the CTO. Main focus on UI, tools programming and code engineering.

Concrete Investing

Full-stack developer / project manager ~ part-time ~ nov2020 - feb2023

from-scratch developing of a real-estate equity crowdfunding platform using PHP for server programming and JS + Bootstrap for frontend development.

My duties involved also managing contacts with external web agencies, day-to-day data analysis, database maintenance and interrogation and technical advising reporting directly to the CEO

PUBLISHED PROJECTS

C-Lab UniVR

Developing, presentation and publishing a new software solution for "4.0 catering sector" in collaboration with [computer science department of UniVR](#)

Game Jams

- Global Game Jam 2020:** Unity C# programmer and music composer for jam game *Kintsugi*
- Global Game Jam 2023:** Unreal Engine 5 Blueprint programmer for jam game *Draining Woods*

Frogbery

Platform game developed with Unity as a final project for AIV 2nd academic year; [fully playable on itch.io](#)