






FRANCESCO PERUZZI

TECH AND GAMES ENTHUSIAST, PASSIONATE DEVELOPER

CONTACTS

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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

DevOps (Spaces, Azure)

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

Netizens S.R.L.

Generalist programmer ~ full time ~ aug2023 - today

Full stack developer in charge of independently developing infotainment projects, using unreal engine (game development), JavaScript and PHP (web development) as main technologies

Melon Method Softworks

*Unity programmer ~ **freelance** ~ mar2023 - today*

Unity C# programmer for two unannounced indie games currently in development, 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