








# 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 / JB Rider

Git

Unity Engine

Unreal Engine

Azure DevOps

## 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

### Tiny Bull Studios

*Virtual Reality Programmer ~ full time ~ mar2024 - today*

Unity XR Programmer and Project Manager for military-grade software with Meta Quest series as reference platform in a long-term B2B project; blending tailor-made custom solutions and native Meta APIs while ensuring an Agile workflow

### 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 ~ 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