FRANCESCO PERUZZI

Game Programmer, Tech Enthusiast

CONTACTS

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SKILLS

CODING LANGUAGES
- C#
- C++
- JavaScript
- SQL
- HTML/CSS

HUMAN LANGUAGES
- Italian - **Native**
- English - **B2**

WORKING TOOLS
- Unity Engine
- Unreal Engine
- JB Rider / Visual Studio
- Git

ABOUT ME

Started using a PC in 1999, never stopped since.

My passion for technology, especially anything that can blend tech and art, has always been my driving force: from my academic studies and through all my professional work and personal projects, they all have one thing in common: they're made through experimentation with algorithms and ideas, in order to bring interactive art and fun to the world.

EDUCATION

- **Computer Science**
  - *University of Verona | 2016 - 2019*

- **Game Programming**
  - *AIV | 2019 - 2022*

MAIN EXPERIENCES

Tiny Bull Studios
2024 - 2026
Lead Unity Programmer for XR-based videogames and professional applications; Support Programmer for various B2B projects both VR, Web-based and using custom input systems.

- Unity 6
- MetaXR
- OpenXR
- multiplatform
- Multilanguage
- Odin Serializer
- Online multiplayer

Melon Method Softworks
2023 - 2024
Unity gameplay and UI programmer for a pixel-art, story-driven and bar-management indie videogame

- Unity 2D
- Tiled
- Articy:Draft
- Canvas System
- Custom Tools

Concrete Investing
2021 - 2023
Main programmer for a Milan-based equity-crowdfunding platform; managing both back-end and front-end technologies and ensuring high-security standard for transactions and campaigns' reliability

- Linux
- AWS
- WordPress
- MySQL
- Bootstrap
- SCSS
- Docker

PUBLISHED PROJECTS

The Lonesome Guild

Ammazzacaffè

Fun With Machine Learning

Game Jams and minigames