Gianluca Mihai Guran

PERSONAL INFORMATION

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Linkedin Profile : https://it.linkedin.com/in/gmguran
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Nationality: Italian - European
Languages: Italian (Mothertongue) , English (IELTS 7.5/9) , Romanian (basic)

TECHNICAL SKILLS

- 6+ years of experience in software development
- Proficient with C++ , C# and Java languages
- Proficient with Unity3D
- Knowledge of languages such as C, JavaScript, HTML, XML
- Knowledge of game engines/framework such as Cocos2D-x, Vicious Engine, Phyre Engine, UE4
- Experience with version control systems such as SVN, GIT and Perforce
- Experience with DBMS such as MySQL and Oracle, and Informatica PowerCenter ETL
- Knowledgeable in Agile Project Management

EDUCATION

September 2016 – September 2017	Birmingham City University – Gamer Camp Pro **1 Year MSc in Videogame Development**
October 2007 – March 2011	University of Catania **2 year MSc in Computer Science (Distinction)**
October 2003 – July 2007	University of Catania **BSc in Computer Science (2.1)**
Sept 1998 – July 2003	Istituto Tecnico "E. De Nicola", San Giovanni La Punta, Italy **High School Diploma**

WORK EXPERIENCES

Black Forest Games GmbH   **December 2021 – May 2022**
Game studio located in Germany, part of THQ Nordic

"Destroy All Humans 2 : Reprobed"   **December 2021 – May 2022**
Third-person game, remake of the PS2 game in UE4.
Gameplay Programmer

- C++ / UE4
- PS5/XBX/Steam

Exient Malta   **July 2018 - October 2021**
Game studio located in Malta

Ultimate Sackboy   **January 2021 – October 2021**
Runner game based on Sony IP
"Lemmings"   **July 2018 – December 2020**
Mobile puzzle game based on the '90s classic
Programmer

- Generalist
- Unity/C#
- iOS/Android

Independent Developer / Freelance – Catania, Italy   January 2015 – August 2016
Working on personal and portfolio projects.

Catania Science Museum, "Città delle Scienze" - Catania, Italy   March 2014 – November 2014
Science Museum of Catania, led by the University of Catania.

"Sun Tower Defense" game
 Serious game about energy and photovoltaics theme ("tower defense" genre)
Unity Developer
- C# Coding
- Level building
- Asset control and optimization
- Most of game design
- Elaboration of most of the "serious" content (explanation texts, formulae and values consistency, etc.)
- Documentation of coding and design.
- Testing
- Deploy on target machines (Museum PCs)

Software Engineering Italia s.r.l. - Catania, Italy   March 2014 – October 2014
Software House in Catania, specialized in neuropsychiatry support software products.

VESPA" Project
Application which virtualizes neuropsychiatry tasks and tests for subjects of various types of mental retardation
Unity Developer
- C# Coding
- Design of application components
- 3D Assets modelling and texturing
- Team mentoring (teached other team members how to develop using Unity)
- Estabilishment of development and asset organization conventions
- Testing
- Targets: PC, Android

Drakkar Dev S.r.l. - Catania, Italy   October 2011 – February 2012
Indie mobile gaming software house in Catania
Guardians: Last Day of the Citadel (Android version – unpublished)
Android porting of iOS fantasy runner game
Unity Developer - Internship
- C# Coding
- Level building, addition of version specific features in the game levels
- Testing, bug detection and correction
- Maya tool development (MEL scripting)
- Android plugin development (Java + Android SDK)
- Android App development (Java + Android SDK)

Dokroton Entertainment s.n.c - Catania, Italy   September 2008 – November 2009
Indie gaming software house in Catania
Ed01 game demo (unpublished)
Beat-em-up/action game.
Vicious Engine Developer - Internship
- Vicious Engine development
- Implementation of gameplay features
- Asset control and conversion

Longo & Longo s.a.s. - Cosenza, Italy   March 2008 - August 2008
Small ICT Company in Cosenza, specialized in web and multimedia software
Imagination Tools
A application for sound synthesis with a 3D inteface.
C++ Developer

- Design and implementation of user interface features and functions.

OTHER WORK EXPERIENCES

Atlas Reply S.r.l. - Milan, Italy   **November 2012 – November 2013**
Java Programmer : Java EE, Oracle PL-SQL, and Powercenter development

NTT Data - Milan, Italy   **July 2012 – October 2012**
Java Programmer: Java EE and Oracle PL-SQL development

Accenture Technology Solutions - Milan, Italy   **July 2012**
Java Programmer: Java development

Net Service s.r.l. - Catania, Italy   **December 2006 - February 2007**
Intern: Research on c# implementation of digital signature