Gianluca Mihai Guran

PERSONAL INFORMATION

Address: 323 Hagley Rd , B17 8ND , Birmingham, UK
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Linkedin Profile : https://it.linkedin.com/in/gmguran
Personal Website : https://gianlucaguran.github.io/Portfolio/
Nationality: Italian - European
Languages: Italian (Mothertongue) , English (IELTS 7.5/9) , Romanian (basic)

TECHNICAL SKILLS

- 4+ 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
- 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

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