



Giovanni Mancini

Game Developer



PORTFOLIO

<https://giovannimancini2000.github.io/portfolio/>



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LOCATION

Milan, Lombardy, IT



Resume



Education



NABA – Nuova Accademia Di Belle Arti

2019 – 2022

Here I learned about game engines like Unity and Unreal Engine and improved my previous programming skills. In addition, I learned the work pipeline of a game developer by working as a team on several university projects.



ITST – Enrico Fermi

2014 – 2019

Here I learned the basics of mathematics, physics, linear algebra, programming.

I have studied various programming languages such as C, C++, C #, HTML, CSS, JAVA, PHP and others.

Software Skills

Unity



Unreal Engine 4



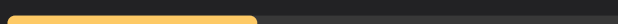
Unreal Engine 5



Autodesk Maya



Blender



Coding Skills

C#



C++



Blueprints



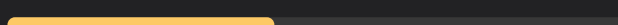
Git / Github



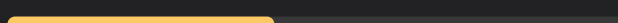
Java



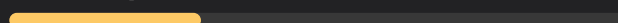
HTML5



CSS3



Javascript



PHP

