GIOVANNI MANCINI

Game Developer

PROFILE

Hello there, I'm Giovanni Mancini and i'm a developer in love with videogames and technology. Since I was a child, from the first time I got my hands on my first console, I was catapulted into this wonderful world and I wanted to deepen its concepts. Over the years, I have learned the basics of programming and game engines like Unity and Unreal Engine, prototyping 3D, 2D, VR and AR game demos.

CONTACT

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Linkedin

LANGUAGES

Italian (Native)
English (B2)

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. Also, I learned the work pipeline of a game developer by working in a team on several university projects.

ITST - Enrico Fermi

2014 — 2019

Here I learned the basics of math, physics, linear algebra and programming. I have studied different programming languages such as C, C++, C #, HTML, JAVA and much more.

SOFTWARE SKILLS

- Unity
- Unreal Engine 4
- Unreal Engine 5
- Character Creator 4
- IClone 8
- Autodesk Maya
- Blender
- Houdini
- ZBrush

CODING SKILLS

- C#
- C++
- Blueprints
- Git / Github
- Java
- HTML5
- CSS3
- Javascript
- PHP
- mySQL
- Arduino

PERSONAL EXPERIENCES

To read and see in detail the projects mentioned below and others, visit my website.

2022

- **Project Agnosia (WIP)**

  Thesis Project made in UE5, a demo showing a representation of a psychological disease such as Agnosia. I took care of all aspects of the Player Controller.

- **Rino's Diner Crime**

  Exam project made in UE4, a Quick Time Event demo. I was in charge of creating and programming all aspects of the QTE attached to the ui.

2021

- **Dog's Quest**

  An AR board game made in Unity. I was the only programmer in the team and I took care of the combat system and all aspects related to AR using Vuforia.

- **Cinder City**

  A 2D point and click demo made in Unity. I built the point and click system and inventory from scratch.