# Giulio Leoni

## Videogame programmer

I approach every difficulty by asking myself what I can learn from it

#### **PROJECTS**

### Gamplay Programmer | Gunpyre | 10/2023 - 10/2024

Gunpyre is a **twin stick shooter** developed by a team of 13 students from different courses of A.I.V. It has been **published** on <u>Steam</u> by A.I.V. and I worked on:

- Behavior Trees and Animation Blueprints of 30% of the game's enemies
- Functionalities of 20% of the game's environmental hazards
- 35% of the game's **power-ups**
- Optimization of game systems and game features
- · Testing and debugging during the development of the game

#### Warm Up Game Jam | 23-27/09/2024

It's a game jam organised by A.I.V. at the beginning of the school year to which I participated with a team of 5 students. We developed a **UI** game during this 5-day jam:

- Developed the gameplay system
- Worked on the functionalities and Widget Animations of 90% of the widgets in the main level
- Implemented audio

## Journey to the roots | Global Game Jam 2023

I participated with a team of 15 students and we developed a **platform**:

- Implemented the camera switch system
- Developed **checkpoints** system and **collectibles** system
- Worked on 30% of the game's hazards

#### **SKILLS**

C | C# | C++ | Lua | OpenGL | Unity | Unreal Engine 4 | Unreal Engine 5 | Unreal Blueprints
Visual Studio | Visual Studio Code | Trello | Github | Perforce | Windows
Source Control | Performance Optimization | Fine-tuning | Data Structures
Modular programming | Object-oriented programming | Software design patterns | Agile | Scrum

## **EDUCATION**

A.I.V. - Accademia Italiana Videogiochi 2021-2024

Associate's degree in Video game Programming

Sapienza University of Rome 2017-2021

Physics faculty

Liceo Scientifico John Fitzgerald Kennedy 2012-2017

High school diploma in scientific studies

### **LANGUAGES**

Italian: Mother tongueEnglish: Advanced

**HOBBIES** 

Hiking



Gaming



Roleplaying

