Giulio Leoni

Videogame programmer

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

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PROJECTS

Gamplay Programmer | Gunpyre | 10/2023 - 10/2024 | Unreal Engine 5.1

Gunpyre is a **twin stick shooter** developed by a team of 13 students from different courses of A.I.V.
It has been released on **Steam** 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

Warm Up Game Jam | 23-27/09/2024 | Unreal Engine 5.3

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 w**idget animations** of 90% of the **widgets** in the main level
- Implemented **audio**

Journey to the roots | Global Game Jam 2023 | Unreal Engine 4.27

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 | GLSL | Unity | Unreal Engine 4 | Unreal Engine 5 | Unreal Blueprints
RayLib | Visual Studio | Visual Studio Code | Trello | Git | Perforce | Windows
Source Control | Performance Optimization | Fine-tuning | Data Structures
Object-oriented programming | Software design patterns | Italian | English

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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

HOBBIES
Hiking

Gaming

Roleplaying

CONTACT ME

giulioleoni5@gmail.com | Linkedin Profile | Github Profile | Portfolio website
+39 3665363652 | Rome, Italy