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 | 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 <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

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 widget 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

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 tongue
English: Advanced

HOBBIES

Hiking



Gaming



Roleplaying

