Giuseppe Toto

Unity Developer | Full Stack Developer

CONTACTS

- Bari - Italy
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- linkedin.com/in/giuseppe-toto
- My Work Portfolio

CORE SKILLS

- GAMING
  - o Unity, Unity Editor
  - o Asynchronous programming
  - o C#, Rider
- WEB:
  - o Laravel, Php
  - o API Rest
  - o Javascript, React
- DATABASE
  - o MySQL
  - o PostgreSQL
- DEPLOYMENT
  - o Docker
  - o Fastlane
- Git
- Test Driven Development
- Design Patterns

SOFT SKILLS

- Mentoring
- Proactivity
- Rapid Prototyping
- Rapidity of learning new technologies
- Ownership
- Excellent communication with stakeholders involved in the project (dev and not-dev)
- Development of market change-driven software solutions

ABOUT ME

I have **15 years** of experience in **software development** and in **coordinating web**, **mobile** and **gaming** applications, working with companies and startups that are strongly focused on **innovation**.

In recent years, my focus has been in **Unity** and **C#** working for companies focused on **serious games.**

I am **versatile** since during this years I used several technologies and learned new skills when needed, thanks to my **full stack mindset.** I have worked in the **web development field** since the start of my career (Laravel/PHP, React/Javascript, HTML/CSS, API REST, Python, etc.)

I **love** developing **quality code**, attending developer **meetups**, participating in **hackathons**, talk about **agile**, **design patterns** and **testing**.

I enjoy working in an environment where **proactivity** and **motivation** are rewarded.

I am on the board of the *"Club degli sviluppatori - Puglia"* the largest **community of developers in Apulia - Italy**, where we organise meetings to talk about the most common technologies and problems in our industry.

RECENT PROFESSIONAL EXPERIENCE

- **Unity Developer** - Marshmallow Games SRL
  June 2021 – Present

  Smart Tales is an educational mobile application for children with a monthly traffic of thousands of user sessions, that has been awarded several times by Apple Italy. It offers a library of stories and interactive games to teach children as young as 3 years of age about STEM subjects.

  My roles:
  - software architecture definition, rapid prototyping, C#, UI implementation, Firebase, dynamic asset management, IAP, refactoring, design pattern, API REST, localization, automatic release with Fastlane.

- **Lead Unity Developer** - Swipe Story SRL
  Ott. 2015 – June 2022

  Swipe Story is a platform for creating interactive stories to valorise the culture of local areas.
  My roles:
  - Design and development of a tool in Unity in no-code mode for creating interactive stories with gamification dynamics.
  - Team leader, C# development, Unit Test, UI implementation, API REST and database development, localization, dynamic asset management, automated release with Fastlane.

- **Fullstack Mobile and Web Developer** - Stentle SRL
  2014 - 2018

  Stentle SRL is a B2B company for innovative e-commerce development.
  My roles:
  - Frontend/backend development with Laravel/React, HTML/CSS skinning, API REST integration, Docker deployment, etc.

EDUCATION

- MIP Politecnico di Milano - Graduate School of Business - Summer startup program in 2012
- BSc in "**Computer Science**" with First Class Honours at University of Bari - Italy in 2011
- Diploma in Abacus Computer Science at I.T.S.I. Marconi Bari - Italy