



# Giuseppe Toto

Unity Developer | Full Stack Developer

## CONTACTS



Bari - Italy



+39 333 62 56 401



[giuseppe.toto@gmail.com](mailto:giuseppe.toto@gmail.com)



[linkedin.com/in/giuseppe-toto](https://linkedin.com/in/giuseppe-toto)



[My Work Portfolio](#)

## CORE SKILLS

- GAMING
  - Unity, Unity Editor
  - Asynchronous programming
  - C#, Rider
- WEB:
  - Laravel, Php
  - API Rest
  - Javascript, React
- DATABASE
  - MySQL
  - PostgreSQL
- DEPLOYMENT
  - Docker
  - 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