

Guido Meo

PORTFOLIO



www.guidomeo.com



Game Developer

I'm a game development enthusiast since 2010. I'm working hard trying to make my hobby a **profession**. To do so I'm always curious to confront myself with new **people, ideas, and tools**.

Contacts

Mail

guido.meo@gmail.com

Mobile

+39 3292928314

LinkedIn

[/in/guido-meo/](#)

Skype

guido.meo

Education

- 2021 ● Degree in Game Design
Digital Bros Game Academy - Milan, IT
 - > Worked at four game projects, each with different people, practicing **teamwork, industry dynamics** and **work to a deadline**
- 2020 ● > Held the position of **Lead Game Designer** in multiple projects
- 2019 ● Bachelor's Degree in Computer Science
University of Pisa - Pisa, IT
 - > Learned mathematical and analytical ways to **solve problems**
- 2015 ● > Acquired computer and **technology knowledge**

Skills

Problem solving

Documentation

Programming

Creativity

Communication

Gameplay design

UX design

Work Experiences

- 2019 ● **Internship as Java developer at Net7** - Pisa, IT
What I learned: **Programming experience, Team work**
- 2010 ● **Waiter at Jerry Hotel** - Grottammare AP, IT
What I learned: **Team work, Stress management**

Tools



Unity, C#
5 years



Google suite
3 years



Adobe suite
8 years



Blender
2 years

Studying...
Unreal Engine
C++

Languages

Italian

Mother tongue

English

Fluent

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