Guido Meo

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

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Skills

- Team work
- Problem solving
- Documentation
- Version control
- User interface
- Animations
- Shaders

Languages

Italian	**English**
Mother tongue	Fluent

Education

2021 ● Degree in Game Design

Digital Bros Game Academy - Milan, IT

> Worked at **four Unity projects**, each with differents people.

2020 > Practicing **teamwork**, **industry dynamics** and **work to a deadline**

2019 ● Bachelor's Degree in Computer Science

University of Pisa - Pisa, IT

> Learned mathematical and analytical ways to **solve problems**
> Acquired **programming** and **technology knowledge** developing

2015 project in: **C**, **Java**, **SQL**, **Phyton**, **HTML**, **CSS**, **Javascript**.

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 managment**

Tools

Unity, C#	Google suite	Adobe suite	Blender
5 years	3 years	8 years	2 years