

# 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

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#### Skype

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### Education

- 2021 ● Degree in Game Design  
**Digital Bros Game Academy** - Milan, IT
  - > Worked at four Unity 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 **programming and technology knowledge**

### Skills

Problem solving

Programming

Rapid prototyping

Communication

Documentation

Creativity

Game 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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