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PROFILE

I am a game developer with several years of experience with game development platform and tools such as Unity and Unreal Engine realizing many personal project in order to strengthen my skills.

SKILLS PROFILE

About software development

- Experience client side with C# and C++
- Experience client and server side with Typescript and Javascript
- Experience with game development platform such as Unity and familiar with Unreal Engine
- Experience with game data service like GameSparks or Beamable
- Experience with mobile technologies: Android, Intel XDK Cordova (Hybrid Apps)
- Experience with Git and SVN
- Familiar with Microsoft XNA, .NET, iOS and OpenGL

About website development

- UI development experience using HTML5, CSS3, Javascript, JQuery and Ajax
- Experience with PHP and open source frameworks such as Drupal or Wordpress
- Experience with PHP RESTful web service
- Knowledge of database systems like MySQL and familiar with SQL Server
- Familiar with Bootstrap and AngularJS

Personal skill

- Highly passionate to develop and deliver games for any genre
- Analytical, problem solving and organizational skills
- Always open to other ideas in order to achieve the best solution as part of the team
- Ability to learn and investigate new areas independently
- Willing to expand my knowledge base and acquire new skills

CAREER HISTORY

Gamindo (Ofree Srl), Italy, Full remote (https://www.gamindo.com/)   *2023 - 2025*
Game developer
Gamindo ia a company that develops video games for brands whose goal is to bring video games to every company in the world.

Main roles:
- Implementation of new games and products in Thunder, a proprietary framework

Main projects:
- Gamindo Builder (https://www.gamindo.com/it/authoring-gamification-learning)
- Cyber Shield (https://www.gamindo.com/it/formazione-game-based-cybersecurity)

Bonfire Games, Italyy, Full remote *(*https://www.patreon.com/dont_die_zombie_survival*)*   *2022*
Game developer
I developed a survival simulation game where will be necessary to gather resources, hunt, fight, and build shelters, weapons or traps. It will be also important to worry about hunger, thirst, any injuries, cold or atmospheric conditions.

The game has been released on patreon with the intent to continue the development with more maps to visit, a storyline, new mechanics, new weapons and new items.

- *Don't Die: Zombie Survival (https://play.google.com/store/apps/details?id=com.Bonfire.DontDieZombieSurvival)*

High Stone Games, Italy, Full remote *(http://www.highstonegames.com)*   **2022**
Game developer
Indie game dev studio based in Italy, a small team with a lot of passion for video games.
I developed a prototype of a NFT card game. The theme of the game are space insects that will have to challenge the champions of different worlds and arenas.

- StarBugs (http://www.starbugs.org/)

WhatWapp Entertainment, Milan, Italy (http://www.whatwapp.com)   **2018 – 2021**
Game developer
WhatWapp is the leading mobile gaming company in Italy, born in 2013 out of the minds of two university students, today we count millions of active users every month and growing.

Main roles:
- Implementation of new features in Unity and C# (Client), Typescript and Gamesparks (Server)
- Maintenance and improvement of existing code

Main projects:
- Skat (https://play.google.com/store/apps/details?id=com.WhatWapp.Skat)
- Bingo Town (https://play.google.com/store/apps/details?id=com.WhatWapp.BingoTown)
- Tressette (https://play.google.com/store/apps/details?id=com.WhatWapp.Tressette)

3dcadsoft, Dublin, Ireland (www.3dcadsoft.com)   **2017 – 2018**
Software engineer
3dcadsoft develops a custom web-enabled CAD software for the fitted furniture market.
By combining an easy to use sales design tool with integrated costing, 3d visualization and manufacturing components.

Main roles:
- Design and implementation of new features in C++
- Maintenance and improvement of existing code
- Translate requirements into design and implementation
- Added and improved VR features

NewCom, Perugia, Italy (http://www.newcomweb.com)   **2011 – 2016**
Software developer
NewCom is a company specialised in digital community services for websites and mobile markets.
I worked in a team, with several tasks and duties with a view to developing front/back end systems for web and mobile markets. These roles covered the whole life-cycle of software from the early design right through to the ultimate deployment, use and maintenance.

Mobile App Experience:
For UmbriaEventi I created an Android app, an iOS app and a PHP RESTful webservice to retrieve data from the database. I implemented a list of events and functionalities as the managing of categories, location, distance, social networks and a search bar. Before I left the company I created a cross-platform app using Intel XDK.
Android App: https://play.google.com/store/apps/details?id=com.umbriaeventi.locator&hl=it
iOS App: https://itunes.apple.com/it/app/umbriaeventi/id973421428

Main roles:
- Web sites development with user friendly back-end interface (Drupal)
- Developing new functionalities and components, both back-end and front-end
- Modification, improvement, refactoring and optimization of existing code

- Database design and manipulation (SQL)
- Mobile Application development (Android / iOS)
- Use of Intel XDK to build HTML5 apps quickly and simply
- Participation in the recruitment process

Main projects:
- UmbriaEventi (*http://www.umbriaeventi.com*) is an event guide with a huge variety of free local events. The website is developed with a custom CMS I improved with a lot of backend functionalities. I developed also the Android App and iOS App but after few years we adopted Intel XDK to build a cross-platform app.
- Doorself (*http://www.doorself.com*) is a website based on Drupal with an innovative system to design custom doors. The system uses a mix of PHP, JQuery, AJAX and MySQL to create a dynamic and easy-to-use wizard.

EDUCATION

Bachelor's Degree, Università degli studi di Perugia, Italy   **2007 − 2011**
Computer Science, 99/110.
Interior design software thesis (Java 3D)

I developed a Java 3D project called "interior design software" where it is possible to plan any room of the house. The user can also add additional furniture to the plan and in real time the software renders the room with the added components.

PERSONAL EXPRERIENCES

Psycho Games Studios   **2012 − 2014**
A club for passionate developers which I took part for some years enabling me to learn how coordinate people interacting among different teams. The team was divided into coders, 3d artists and illustrators with the aim to develop video-game software and to acquire know-how.
Every year a 48H event was planned in order to create a full video-game with simple graphic mechanics in 48 hours. At the beginning the projects were made in C++ with opengl libs and then in XNA framework. Finally the association switched to Unity3d engine and wysiwyg tools.

PERSONAL PROJECTS

Why are you running (Unity, C#). First game released for Android on Google Play. A 2D endless runner where you have to accumulate coins that can be spent to unlock new characters and new types of levels.

Summoners War Rune Evaluator (Unity, C#). A tool that I made to evaluate easily and faster the runes of the game. The rune system is very complex because it includes different types of runes and variable upgrade rules depending on the position of the rune, the type and the rarity.

HOBBIES & INTERESTS

Reading. Read technical, non-fiction, science fiction and fantasy books.
Programming. Create personal project to my needs and interest.
VR (Virtual reality) & AR (Augmented reality). I have a real passion for these new technologies because in addition to the fun I think they can simplify and enhance learning.
Play piano. I studied 1 year with a private teacher for playing my favourite music.
Trekking. There is nothing better than having a good weekend, getting out in the fresh air and walking through beautiful landscapes.
Gym. Useful after many hours of sedentary work.

CERTIFICATIONS

Intensive Cambridge Intermediate Course
The English Academy, Dublin   **June 2016 − September 2016**

LANGUAGES

Italian - native proficiency
English - professional proficiency

OTHERS

Volunteering. AVIS Membership, "Association of Voluntary Italian Blood Donors."