Damiano Tagliaferri

Via per Netro, 51
13888 Mongrando (BI), Italy

+39 3331429615
dam.tagliaferri@gmail.com
Portfolio - LinkedIn - GitHub

ABOUT ME

I am a passionate and versatile game developer, with three years of experience crafting immersive single-player, multiplayer and XR experiences for PC and mobile.
I have a very organized, methodical and curious personality, with strong communication skills powered by my diverse skill set that includes game design, 3D modeling, animation, and music production.

SKILLS

- OOP and functional programming
- 3D math
- Mobile and XR development
- C#, C++, Python, JS, Lua
- Game AI programming patterns
- Unity (Online Services, UniTask, DOTween...)
- Dynamic audio implementation (FMOD)
- Version control (Git)
- Fluent spoken and written italian and english

Extra tools:
- Dev: UE5, Godot 4
- Audio: Ableton Live
- Graphics: Blender, GIMP, Krita, Aseprite

EDUCATION

Software engineering (2018 - On hold)
Politecnico di Torino
Turin, Italy

UE5 development course (2022)
Udemy
Online

Game Design (2021 - 2022)
Self taught
"The Art of Game Design" by Jesse Schell
"Level UP" by Scott Rogers

WORK EXPERIENCE

Unity developer
OOO Labs, 2023
- Worked on PoC that helped company raise 300,000$ investment
- Online multiplayer with tile-based procgen
- Unity integration with Flutter app and server backend

Unity developer
Freelance, 2021-2023
- Mobile and XR development

Guitar and music theory teacher
Freelance, 2017-2020
- Solid communication skills

PERSONAL PROJECTS

"Ice & Fire Project" - vertical slice
Lead developer in a Scrum managed team working on an original hack & slash game for PC.

"SkyGuard AR" - solo personal project
Self-published AR Android game with full Play Games integration and Unity Ads.

GAME JAMS

"Afterimage" - GDtv Jam 2023
Lead developer and Game designer, managing a team of 4 in a ten days jam.

"Undergroove" - GGJ 2023
Lead developer and Lead designer, managing a team of 12 in a ten days jam.

"Neden" - GGJ 2022
Lead developer (Gameplay, AI) and animator in a ten days jam.

More projects are available on my personal portfolio, GitHub and itch.io