



Jacopo Grandi

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Portfolio:

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Education

Master Degree in Computer Science (2016 - 2021 Politecnico di Milano)

Team Game Projects

- **Purple Sunset Hotel** (2021) - Lead Developer
Procedural roguelike multiplayer coop game similar to The Binding of Isaac. Developed in **Unity** along 2 other programmers. The game uses Unity's HLAPI.
- **I Will Find You** (2020) - Gameplay and Graphics Programmer
Exploration game with 5 levels, each with a different minigame. Developed in **Unity** in a team of 5.
- **Adrenaline** (2019) - Network Programmer
Developed for the bachelor thesis with 2 other programmers in **Java** using remote procedure calls and sockets.

Solo Game Projects

- **Master Thesis** (2021) **Unity** : Asymmetrical multiplayer serious game
- **Arena** (2020) **C**, **SDL2** : Autochess with personalizable units
- **Age** (2020) **C++**, **SDL2** : Reimplementation of Age of Empires DS
- **Experimental C Game Engine** (2019) **C**, **OpenGL**, **PortAudio**
- **Slay** (2019) **Python** : Reimplementation of Slay by Sean O'Connor

Skills

- **Networking:**
UDP and TCP Sockets, RPC, High level libraries (Unity HLAPI)
Netcode (lockstep, delay, input and state synchronization, latency hiding, frame interpolation)
- **Game Engines:**
Unity (5 years), **Godot** (1 year), **Bevy** (<1 year)
- **Graphics knowledge:**
OpenGL (C, C++, python bindings, Rust)
SDL2, XNA (monogame), HTML5, Pygame
Blender (modeling, sculpting, animation)
- **Programming Languages:**
Python (7 years), C (5 years), C# (5 years), C++ (2 years), Java (2 years), GLSL (<1 year), Rust (<1 year)
- **Other experiences:**
Web Development (HTML, Css, Javascript, Json, SQL, Postgres, REST, nodejs),
Git, **Test Driven Development**, **Linux**