curriculum vitae

name	Manuel
surname	Salvadori
birthdate	21/09/1986
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phone	3282038146
website	manuelsalvadori.github.io

education

2016-current:	Master degree in Computer science – UNIMI – Videogame programming path
2013-2016:	Bachelor degree in Comunicazione digitale – UNIMI Grade: 101/110
2007	Bachelor degree in Astronomy – UNIBO (interrupted)
2001-2006	High school diploma – ITIS "E. Mattei" Sondrio – Computer science path

work experiences

2008-2013	Baker/pastry chef – Panificio Vitalini (Valfurva - SO)

Languages and skills

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Languages:	Italian (mother tongue), English (B2 level)
Programming:	Java, C#, C++, Python
Software:	Unity, Blender, Eclipse, Photoshop, Illustrator

portfolio

2018 /2019 – Scalabilità di A* all'interno di un game engine:

Master thesis – Implementation of a data-oriented multi threaded pathfinding system using the Unity ECS framework.
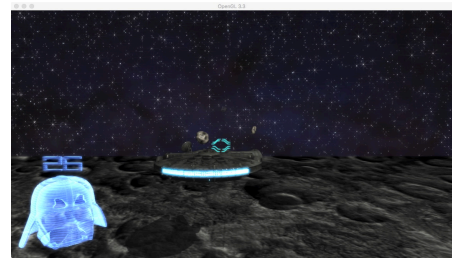
github.com/manuelsalvadori/PathfindingUnity
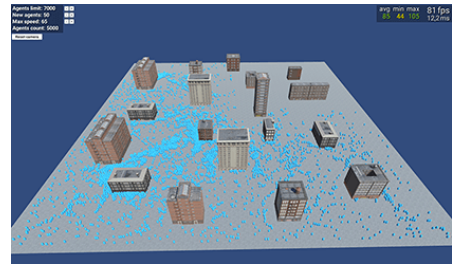
2018 – SpaceGL
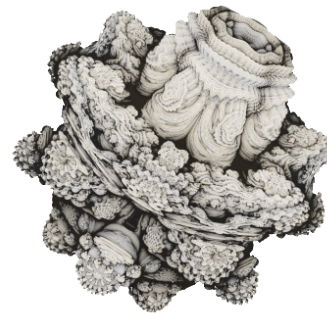
A 3D game made in plain C++ with OpenGL library.

github.com/manuelsalvadori/SpaceGL

2018 – CUDA fractals

A 3D fractal viewer made in CUDA C using the parallel GPGPU programming framework by Nvidia
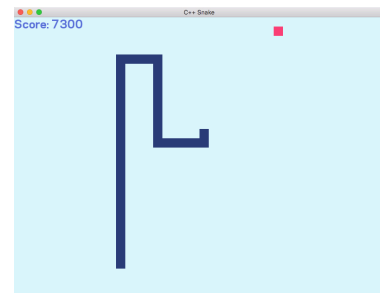
github.com/manuelsalvadori/CUDA_3Dfractals

2018 – C++ Snake:

A simple implementation of Snake game made in plain C++

github.com/manuelsalvadori/SnakeSFML

2018 – Edge Network:

An implementation of a cloud edge network for the monitoring of the pollution levels of the air in a city. Made in Java with REST API and Google gRPC API
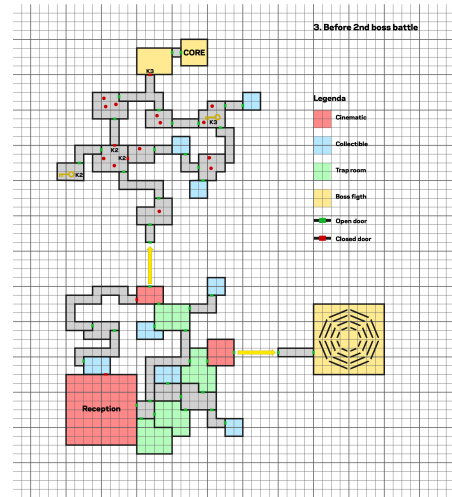
github.com/manuelsalvadori/edgeNetwork

2018 — The Library:

A rpg game set in "Doctor Who" universe

Role: level designer

My major contribuition was to design the levels maps, and the levels environment

2017 — Forbidden Seas:

A multiplayer game all-vs-all, blend between MOBA and racing/pursuit based games. Made with Unity engine

Role: gameplay programmer, game designer, 3D modeling

My major contribuition was to design and implement the combat system, all the UI and the game menus

github.com/manuelsalvadori/ForbiddenSeas

2017 — Entanglement:

A platformer game set in two entangled dimensions

Role: gameplay programmer, game designer

My major contribuition was the creation of the game concept, the implementation of the game logic and the camera movement, design and implementation of the UI
Made with Unity engine
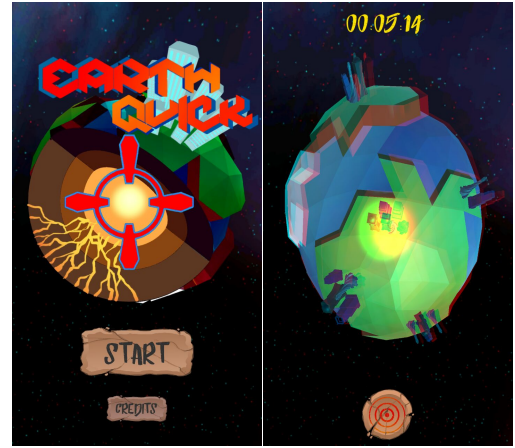
github.com/manuelsalvadori/entanglement

2017 – Earthquick:

Mobile game created at the GlobalGameJam 2017, made with Unity

Role: programmer

My major contribuition was the implementation of the anamorphic stereo rendering (based on my bachelor thesis).

github.com/manuelsalvadori/ggj2017earthquick

2016 – Implementazione di fantogrammi per dispositivi mobili:

Bachelor thesis - Implementation of an anamorphic stereo rendering on handheld mobile devices. Made with Unity engine