

Hello! You can also view my CV on my [website](#).

Nicolò Bertoli

C++ and C# Developer

 nicobertoli.1999@gmail.com

 (+39) 334 1308720

 [Parma, Italy](#)

 [Linkedin](#)

 [Github](#)

About me

I am a passionate developer driven by a love for solving complex problems and writing high-quality code. I hold a bachelor's degree in Computer Science and bring over two years of professional experience as a C# and C++ developer at Miniclip, a global leader in the mobile gaming industry.

Skills

Object-Oriented Programming

- C++ up to standard 20 ([see personal projects](#))
- C# ([see personal projects](#))
- SOLID principles, design patterns
- Data structures, algorithms

Computer Graphics

- Game engines (Unity, Unreal)
- Linear algebra
- Rendering
- Shaders programming (HLSL)

Soft Skills

- Proven track record of effective teamwork on multiple projects, at Miniclip and during game jams.
- Receptive to constructive feedback, actively applying it to improve performance
- Patient attitude

Others

- CMake
- Python & machine learning
- Multithreading, HPC
- Computer architecture
- Operating systems, Linux, Bash
- QT framework
- SQL

Work Experience

Software developer - [Miniclip](#)

March 2023 - Present

- Development of a strategy game using the **Unity** engine.
- **C#** for generic backend development
- **C++** for high-performance backend development, integrated with C# through marshalling
- Implemented **key features** and **performance** enhancements to elevate the user experience
- **Server communication** management
- Use of **version control** systems
- **Agile** and **Scrum** methodologies

Education

Institution	Details	Period
DBGA	Game Development Course	Mar 2022 - Mar 2023
Parma University	Computer Science Bachelor's Degree	Sep 2018 - Mar 2022
Liceo Ulivi	High School Diploma	Sep 2013 - Aug 2018

Portfolio

I have delivered numerous personal projects using both C++ and C#. Feel free to explore my [C++ portfolio](#) and [C# portfolio](#) to see examples of my work.