

GIORGIO POMETTINI

GAME PROGRAMMER

DETAILS

ADDRESS:

00177 Rome, Italy

EMAIL:

giorgio.pomettini@gmail.com

PHONE:

(0039) 320 5624877

NATIONALITY:

Italian

LINKS

WEBSITE/PORTFOLIO:

giorgiopomettini.eu

GITHUB:

github.com/pomettini

LINKEDIN:

linkedin.com/in/pomettini/

SKILLS

LANGUAGES (IN ORDER OF KNOWLEDGE)

C#

Rust

C

C++

Javascript

Lua

Python

SOFTWARE

Unity

Unreal Engine

Visual Studio

Photoshop

Sketch

Maya

TOOLS

Git

Perforce

Plastic SCM

LANGUAGES

ITALIAN:

Mother tongue

ENGLISH:

B2 (Written and spoken)

PROFILE

Experienced programmer with expertise in Unity and game development. Solid understanding of low and high-level programming languages, including C#, C, C++ and Rust. Dedicated teacher and tutor, having successfully instructed and mentored numerous students. Proven track record of working on successful projects with millions of downloads. As a freelance developer, I have collaborated with notable clients and been a featured speaker at game industry events.

EMPLOYMENT HISTORY

GAME PROGRAMMER (UNITY) AT DIGITALMOKA

June 2022 - July 2023

Worked on UI, character animation implementation and custom development tools for Scopa and Briscola for iOS and Android, licensed by Dal Negro.

GAME PROGRAMMER (UNITY) AT THIRD KIND GAMES

March 2020 - March 2022

Worked on Blankos: Block Party, a MMO where you collect and create custom characters based on toy figurines. I mainly focused on UI and audio implementation.

TEACHER, TUTOR AND TOOLS PROGRAMMER AT ACCADEMIA ITALIANA VIDEOGIOCHI

October 2018 - September 2019

Teaching history of Videogames, Lua scripting and Unreal Engine. Worked individually with more than 80 students between two different courses.

LEAD PROGRAMMER (UNITY) AT 101%

November 2015 - July 2017

Worked on Fury Roads Survivor (6+ million downloads on iOS/Android), Lino Freddolino (Poste Italiane), Platform Discovery (Eni).

UNITY DEVELOPER AT IV PRODUCTIONS

January 2015 - July 2015

Worked on Audio Rally Racing for PC/Mac/iOS and Riot Civil Unrest.

UNITY DEVELOPER AT REDBIT GAMES

November 2013 - April 2014

Worked on 3 advert-games with Unity: Advent Calendar 2013, Easter Calendar 2014, Caxi & Roll. 2+ million downloads on iOS/Android.

FREELANCE DEVELOPER & PUBLIC SPEAKER

2012 - Present

Clients: Philip Morris Italy, Interactive Project, Gamepix, Canvace, Just Funny Games, Lisari.

Been a speaker a Codemotion Rome, LEVEL UP, GameRome and Facebook Developer Group.

EDUCATION

GAME PROGRAMMING COURSE, ACCADEMIA ITALIANA VIDEOGIOCHI

2017 - 2018

Low-level Game Programming with C, C++ and GLSL. Fundamentals of OpenGL, Unreal Engine 4, Arduino, Python, Lua.

3D GRAPHICS COURSE, ACCADEMIA ITALIANA VIDEOGIOCHI

2011 - 2013

Realtime 3D Graphics with Maya, Mudbox, Photoshop, ZBrush.

CERTIFICATIONS

UNITY CERTIFIED DEVELOPER

2017 - 2019

Certificate ID: 201708UCD2713.