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LANGUAGES

Italian: Native.

English: Proficiency.

PROGRAMMING AND TOOLS

Daily use: Versioning (Git, SVN), Jira, Rider, Visual Studio, PyCharm.

Good: Unreal Engine, Unity, C++, C#, Python.

Basic: Blender, Web Development.

SOFT SKILLS

- Teamwork, Collaboration, Problem solving.
- Adaptable, Optimist, Open-minded.
- Creative, Curious, Innovative.

Simone Petrosino

I am a curious and enthusiastic developer with a passion for video games and all the culture surrounding them. I want to develop games that are fun, exciting, and able to leave a memory in players.

WORKING EXPERIENCES

(May 2022 – Present)

Game Programmer

[Bongfish GmbH, Austria](#)

- Working on an unannounced feature for World of Tanks (Wargaming.net).
- Responsible for the development of a new tank rental mechanic and its integration for The Waffenträger: Legacy event (Wargaming.net).

Highlights: [Cross-Team Collaboration, Teamwork, C++, Custom Engine, Python]

(November 2020 – November 2022)

Project Assistant

[Graz University of Technology, Austria](#)

- Game programmer for internal R&D, VR, and European funded projects.
- Responsible for game user research projects about game communities and player behaviours, that result in scientific publications.
- Supervise other colleagues' projects and students' final projects.

Highlights: [Communication, Time Management, Leadership, Unreal Engine, Unity]

(September 2020 – November 2020)

Mobile Unity Developer

[Wonderlab s.r.l, Italy](#)

- Responsible for the design and development of a working prototype of an AR GPS-based mobile game for promoting city tourism.

Highlights: [Rapid Prototyping, Unity, AR, MapBox]

EDUCATION

(2016 – 2020)

Master's degree in Computer Science, Networks and Software technologies

[University of Salerno, Italy](#) - 110/110 cum laude

Thesis: Unity project about how video games can induce a negative mood through various gameplay elements to influence players' opinions.

(January 2018 – June 2018)

Erasmus+

[University of Skövde, Sweden](#)

During this period abroad I developed my master thesis in Serious Game and attended an introductive game design course.

(2012 – 2016)

Bachelor's degree, Computer Science

[University of Salerno, Italy](#) - 97/110

Thesis: Unity project where all objects are updated according to the telemetry data (CPU, temperature, memory) collected from another machine through the SNMP protocol.