STEFANO MAONE

Junior Programmer

☐ **stefanomaone.github.io**

PROFILE

I'm passionate about video games and programming, with a solid foundation in Unity, C#, C++, and Unreal Engine. I'm eager to rapidly grow in the industry and have had the opportunity to experience teamwork during my time at the DBGA Academy.
Additionally, I have honed my collaborative skills through my professional experience in other sectors.

CONTACT ME

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📍 Via Felsina 62, Cerveteri (RM)

WORK EXPERIENCE

- *SestoGusto (Torino)*
  Chef (06/2020 – 09/2023)

- *Abrì (Torino)*
  Pizza Chef (09/2017- 06/2019)

- *Aqui Quedamos (Barcellona)*
  Pizza Chef (06/2016 – 06/2017)

- *Pinsa nel Tagliere (Roma)*
  Pizza Chef (06/2013 - 09/2015)

EDUCATION

DIGITAL BROS ACADEMY

Level 1 To level 3 (2024)

- *Game Programming Fundamentals*
- *Game Development with Unity & C#*
- *Math for Game*
- *Game Asset and Managment*
- *Programming with C++*
- *Game Creation with Unreal Engine*

ITIS MICHAEL FARADAY

High School Diploma
Information Technology specialization in Computer Science (2025)

SKILLS

- *C++*
- *C#*
- *HTML*
- *CSS*
- *TailwindCSS*
- *Javascript*
- *React*
- *UnrealEngine 5*
- *UnrealEngine: Blueprint*
- *Unity*
- *Github*