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# 1 Work Experience

## 1.1 Current Position

- **Game Developer** (July 2021 – present)  
Link: [dreambitsstudio](#) x [italiangamesfactory](#)  
Tech: Unity 3D, C#  
**Description:** he is working on a TBA game about medieval fighting cars. His main role is to design and develop a level editor to create custom arenas to share with all players around the world. The game is participating at the [bolognagamefarm](#) with Regione Emilia-Romagna and Comune di Bologna to receive foundings for the development.

## 1.2 Projects

### 1.2.1 Current Projects

- **Untitled Nature Game** (February 2021 – present)  
Links: [reddit](#) [twitter](#) [youtube](#) [tiktok](#) [instagram](#)  
Tech: Unity 3D, C#  
**Description:** he is working on a roguelite FPS about bringing back an ecosystem wasted by a brutal AI; sabotage factories and restore flora using nature-based weapons. He shared many prototype videos that went viral several times, was featured in many magazines like [80.lv](#) and catch the attention of many publishers like Humble Games.
- **Easy Insta Growth** (November 2020 – present)  
Links: [fiverr](#) [instagram](#) [facebook](#)  
Tech: Python, Selenium, HTML, JS, Instagram  
**Description:** an Instagram Bot to automate follow/unfollow with AI algorithms and data analysis with graphs. Born as an experiment, Easy Insta Growth had more than 300 clients all over the world.

### 1.2.2 Past Projects

- **Relow** (June 2018 – November 2020)  
Links: [website](#) [steam](#) [instagram](#) [youtube](#) [facebook](#)  
Tech: Unity 3D, C#, PhotonNetworking, Blender 3D, HTML, CSS, JS, SQL, PHP, DiscordBot, GitHub, Illustrator, Photoshop, Premiere Pro.

**Description:** he designed and created as a solo developer a multiplayer FPS set in procedural worlds. The main challenge was to synchronize dynamic and procedural arenas to all connected players; he created advanced AI movements and combats algorithms for these non-static worlds for the online AI bots that fight real-time among real players. Finally, he worked on the website, a system with in-game key giveaway, Discord Bot, social media management and communication and marketing. Relow was showcased 2 times at Milan Games Week (2019, 2020) and at Svilupperty Bologna (2019).

- **Polywar** (June 2015 - March 2017)

**Links:** [website](#) [steam](#) [youtube](#)

**Tech:** Unity 3D, C#, PhotonNetworking, UI/UX, Blender 3D, GitHub, Trello, Illustrator, Photoshop, Premiere Pro, HTML, CSS, JS, SQL, PHP, Wordpress.

**Description:** during his second year of high school, he started as hobby the development of an online multiplayer FPS to self-learn game design and development. After a year of work, he gained several thousands of followers among socials and decided to publish a demo on [gamejolt](#) which had more than 500k downloads. He caught the attention of many publishers but due to his age (16) and lack of experience, he partnered with New Reality Games which released Polywar on Steam at the end of 2016.

- **ExagonGames** (September 2014 – March 2017)

**Links:** [facebook](#)

**Description:** during his first's years of high school, he entered by chance in the world of game development and decided to learn Unity C#. To emulate his dev-heroes, he founded an independent game studio where developed [Polywar](#) and So Many Cubes (steam), and many mobile games on GooglePlay like Loading, Randomizer, Sky World, Bouncy Ball, 2 Birds.

## 1.3 Stages

- **Product Designer** (February 2018 – May 2018)

**Where:** Junior Achievement Italia & InVento Innovation Lab.

**Description:** Green Jobs is a program of entrepreneurial education in the environmental field, which integrates the methodology of the mini-company JA with training meetings aimed at "green" entrepreneurship by InVento Innovation Lab.

- **Web Designer** (September 2017)  
**Where:** Twico (CEV Holdings)  
**Tech:** Wordpress, HTML, CSS, JS, PHP, UI/UX, Adobe Photoshop, SEO, Asana  
**Description:** a couple of week stage during with he co-worked on Citterio website, concept design, UI/UX to rebrand Twico website, and SEO of several websites. They also [interviewed me](#) for their blog.
- **Web Developer** (September 2016 – June 2018)  
**Where:** NoidelVV (L.S.S. Vittorio Veneto)  
**Description:** co-worked on NoidelVV website and management of the platform.

## 2 Education

### 2.1 University

- **Computer Science** (October 2019 - present)  
**Where:** Università degli Studi di Milano  
**Computer Programming I** (Prof. Alberto Ceselli, Prof. Lorenzo Capra).  
**Computer Architecture I** (Prof. Marco Tarini, Dott. Matteo Re).  
**Continuum Mathematics** (Prof. Massimo Tarallo, Prof. Anna Gori).  
**Automata and Formal Languages** (Prof. Palano Beatrice).  
**Computer Architecture II** (Prof. Borghese Nunzio, Prof. Matteo Re).  
**Discrete Mathematics** (Prof. Garbagnati Alice).  
**Mathematical Logic** (Prof. Aguzzoli Stefano).  
**Algorithms & Data Structures** (Prof. Pighizzini Giovanni, Prof. Lonati Violetta).  
**Computer Programming II** (Prof. Santini Massimo).  
**Databases** (Prof. Ferrara Alfio).  
**Operating Systems** (Prof. Vincenzo Piuri).  
**Statistics and Data Analysis** (Prof. Dario Malchiodi).  
**Computer Graphics** (Prof. Marco Tarini).  
**Software Engineering** (Prof. Chiara Braghin, Prof. Elvinia Maria Riccobene).  
**Computer Networks** (Prof. Gian Paolo Rossi).  
**Security and Privacy** (Prof. Bruschi Danilo Mauro).  
**Physics** (Prof. Cosentino Lagomarsino Marco).

## 2.2 Talks and Seminars

[As audience] Selected talks, seminars, and speeches for a general audience - in Italian and English:

- **Videogiochi come impresa** (16 October 2020)  
**Where:** Online  
**Speaker:** Ivan Venturi  
**Description:** how to produce videogames as a business.
- **Unreal Engine Mixer** (27 September 2019)  
**Where:** NH Milano Fiera  
**Speakers:** Sjoerd De Jong, Mario Palmero Pavon  
**Description:** Ray Tracing, Physics (CHAOS) and Project Spotlight.
- **Media Molecule Close-Talk** (28 September 2019)  
**Where:** Milan Games Week 2019  
**Speakers:** Abigail Heppe, Tom Dent  
**Description:** Communication and community management.
- **Pitch and Publishers** (March 2018)  
**Where:** Copernico Milano  
**Speaker:** Lorenzo Grimaldi  
**Description:** an overview about game industry and publishing.
- **JavaScript per Creatori di Mondi** (October 2016 – December 2016)  
**Where:** I.I.S. Severi-Correnti  
**Speakers:** Prof. Francesco Bruschi, Prof. Vincenzo Rana  
**Description:** Python, HTML, CSS and JavaScript to create videogames.

## 2.3 Certifications

- **ECDL** (05 June 2018)  
**Where:** at AICAnet  
**Description:** Computer Essentials, Word Processing, Online Essentials, Spreadsheets.
- **FCE (First Cambridge English)** (12 May 2018)

**Where:** at British Council, Milano.

## 3 Recognitions

### 3.1 Talks

[As speaker/guest] Selected talks, seminars, activities, and speeches for a general audience both in Italian and English:

- **Social Media for Game Developers** (10 July 2021)  
**Where:** Sviluppaparty 2021 – Bologna, Italy  
**Description:** Twitter, Reddit, Youtube, Facebook, Imgur & TikTok and how to use them to create audience, hype and higher revenue.
- **One Man Company (Round Table)** (29 November 2020)  
**Where:** Milan Games Week X 2020 (Twitch)  
**Description:** Emilio Cozzi as moderator, Axel Fox and Johnny Dale Lonack.
- **The Making of Relow** (6 September 2020)  
**Where:** Sviluppaparty 2020 – Bologna, Italy  
**Description:** A brief voyage through the development of Relow.
- **Come Sviluppare un Videogioco** (13 April 2020)  
**Where:** L.S.S. Vittorio Veneto – Milano, Italy  
**Description:** A brief introduction to Game Development.

### 3.2 Articles & Interviews

In the context of his Game Developer activities, Tommaso Romanò was mentioned in many articles and interviews. Here's some selected.

- **This Gun in Unity Creates Climbable Ivy** (25 October 2021)  
**By:** Arti Sergeev fo 80.lv ([link](#))
- **150 persone che contano (e da seguire) nel mondo dei videogiochi in Italia** (1 September 2021)  
**By:** Startup Italia ([link](#))
- **A Game Developer Makes a Gun That Creates Flower Bridges** (14 July 2021)

By: Kseniya Serebrennikova for 80.lv ([link](#))

- **A Reddit User Has Created a Procedural Ivy Generator** (23 June 2021)  
By: Theodore Nikitinfor for 80.lv ([link](#))
- **La storia di Tommaso Romano'** (27 October 2019)  
By: Luigi Marrone for [Ludenz](#)
- **Quando il talento cammina solitario** (14 October 2019)  
By: Roberto Di Marino for [4GameHZ.com](#)
- **One Man Show** (03 October 2019)  
By: Raffaele Cinquegrana for Console Generation
- **La parola al nuovo millenio** (04 July 2018)  
By: Elisabetta Solito for [Twico.it](#)

### 3.3 Expositions

- **Svilupparty 2021** (10 July 2021)  
Where: Bologna, Italy
- **Milan Games Week X 2020** (27 November 2020)  
Where: Twitch  
What: Relow (videogame)
- **Svilupparty 2020** (6 September 2020)  
Where: Bologna, Italy  
What: Relow (videogame)
- **Milan Games Week 2019** (27 September 2019)  
Where: Milano Fiera, Italy  
What: Relow (videogame)

## 4 Extra

### 4.1 Hackathlons

- **Reply Code Challenge** (11 March 2021)  
**Where:** Reply.com
- **Reply Code Challenge** (12 March 2020)  
**Where:** Reply.com
- **Olimpiadi di Informatica** (9 November 2019)  
**Where:** Università degli Studi di Milano
- **Global Game Jam** (25-27 January 2019)  
**Where:** Politecnico di Milano

## 4.2 Hobbies

- **Athletics** (September 2017 – present)  
**Where:** Atletica Riccardi Milano 1946  
**Description:** Since September 2017, Tommaso Romanò trained constantly every day in the athletic fields of Milan (Arena Civica Gainni Brera, XXV Aprile), coaches Americo Gigante, and recently Andrea Meloni, followed his technique in the hurdles and sprints where he accomplished many achievements reported below:  
**Italian Championship 2021** at Grosseto (3rd in Italy) (4x100m)  
**Italian Championship 2020** at Grosseto (3rd in Italy) (4x100m)  
**Italian Championship 2019** at Rieti (19th in Italy) (110hs)  
**Italian Championship 2019** at Ancona (19th in Italy) (60hs)
- **Drummer**  
**VVBand:** (2014 - 2019)  
**Description:** From the first year of high school, Tommaso Romanò entered in the school band as a drummer. With the other musicians, he performed many rock, jazz, heavy metal and pop songs.  
**Orion Percussion:** (2008 – 2016)  
**Description:** followed by Alex Battini De Barreiro, Tommaso Romanò learned and mastered technique as drummer. He successfully passed all exams (10, 9, 8, 7 and 6) held by Yamaha Music.