GIULIA FANZAGHI

Junior Developer

CONTACT

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GITHUB

github.com/wellenina

SKILLS

- Programming languages: C#, JavaScript, Lua
- Web development: JavaScript, PHP, HTML, CSS
- Game engines and frameworks: Unity, LÖVE 2D
- Code editor / IDE: Visual Studio, VS Code
- Version control systems: Git / GitHub, Fork
- Other softwares: Adobe Photoshop, Affinity Photo

LANGUAGES

Italian: native
English: fluent

EDUCATION

Programming Courses
2021-2023

- **CS50's Introduction to Game Development** (Computer Science 50, online course from Harvard University and Yale University)
- **The Odin Project Foundations Course** (web development)
- **JavaScript Algorithms and Data Structures** from freeCodeCamp

Laurea in Lettere Moderne
University of Parma, 2016

Diploma di Liceo Artistico
Parma, 2007

WORK EXPERIENCE

Abyss CleanUp (Official Video Game)
2023 - present

Release date: May 2025
Platforms: iOS / Android / Steam
Role: lead programmer (freelancer)
Language and game engine: C#, Unity
Website reference: abysscleanup.com

Web page for veterinary clinic
2023

URL: www.ambulatorioveterinariochiluvi.it
Client: Ambulatorio Veterinario Dott.ri Chiappelloni, Lunati, Vignola
Languages: HTML, CSS, JavaScript, PHP
Features: responsive, mobile compatible

'The Breach' Interactive Character Sheet for Roll20
2023

Client: Need Games!
Languages: HTML, CSS, JavaScript

Office manager at Auser Volontariato Piacenza ODV
2017-2022

PERSONAL PROJECTS

Dark Flames
Small game made for the 1-BIT JAM 2023 on itch.io, playable in browser

URL: giuliafanzaghi.itch.io/dark-flames
Language and game engine: C#, Unity

Cats Invaders
Video game for Windows and macOS, inspired by the classic arcade game Space Invaders

URL: giuliafanzaghi.itch.io/cats-invaders
Language and framework: Lua, LÖVE 2D

A Pixelated Paint
Browser drawing tool, for simple painting and image editing

URL: wellenina.github.io/etch-a-sketch
Languages: HTML, CSS, JavaScript
Repository and complete feature list: github.com/wellenina/etch-a-sketch