Giulia Fanzaghi

Game Programmer

CONTACT

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ABOUT

I explored a few different fields before discovering a real passion for programming.
I'm mostly self-taught, and have experience with both 2D and 3D games using **Unity** and C#, and **Unreal Engine** and C++.
I love working independently as well as in a team, embracing challenges, and constantly learning new things.

SKILLS

- Programming languages: C++, C#, JavaScript, Lua
- Game engines and frameworks: Unreal Engine, Unity, LÖVE 2D
- Version control systems: Git / GitHub, Fork
- Code editor / IDE: Visual Studio, VS Code, JetBrains Rider
- Web development: JavaScript, PHP, HTML, CSS

LANGUAGES

- Italian: native
- English: fluent

Experience

► **UNITY GAME PROGRAMMER**

Abyss Cleanup Adventure | 2024-2025

Official video game for Abyss Cleanup, a nonprofit organization dedicated to protecting the marine environment. Developed in Unity and C#, it's a 3D mobile game set to be released on Android in Q4 2025.
Link to my portfolio: wellenina.github.io/portfolio/abyss-cleanup.html

► **FRONTEND WEB DEVELOPER**

Freelance | 2023-2024

I worked on a few commercial and personal web projects, including:
- Custom interactive Character Sheet for Roll20 for "The Breach" by Need Games!
- Web page for veterinary clinic, fully mobile compatible and responsive: www.ambulatorioveterinariochiluvi.it

► **ADMINISTRATIVE ASSISTANT & VOLUNTEER SUPPORT OFFICER**

Auser Volontariato Piacenza ODV | 2016-2022

Education

► **ONLINE MASTER'S IN GAME PROGRAMMING**

Digital Bros Game Academy | 2024-2025

The course had a strong focus on C++ programming and covered essential game development topics (physics, applied mathematics, graphics, AI, UI) with practical application in Unreal Engine. Included a collaborative team project.

► **PROGRAMMING AND GAME DEVELOPMENT COURSES**

2021-2023

I taught myself to code through various free, self-paced online courses, which helped me build my programming skills. Examples include:
- **Unity Learn** - Junior Programmer Pathway
- **CS50's Introduction to Game Development** - Harvard University
- **The Odin Project** - Foundations Course (frontend web development)
- **freeCodeCamp** - JavaScript Algorithms and Data Structure

► **LAUREA TRIENNALE IN LETTERE MODERNE**

Università degli Studi di Parma | 2016

Personal and academic projects

► **LOST COLORS | 2025**
First-person puzzle game for PC developed in Unreal Engine 5 and C++ during the Online Master at DBGA, with a team of students.
URL: digital-bros-game-academy.itch.io/lost-colors

► **DARK FLAMES | 2023**
Simple game developed in Unity and C# by a two-person team in seven days for the 1-BIT JAM and released on itch.io as a play-in-browser game.
URL: giuliafanzaghi.itch.io/dark-flames

► **CATS INVADERS | 2023**
Solo-dev project inspired by the classic *Space Invaders*, made with LÖVE 2D and Lua, downloadable for Windows and macOS from itch.io.
URL: giuliafanzaghi.itch.io/cats-invaders