



# Giulia Fanzaghi

Game Programmer

## CONTACT

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- [wellenina.github.io/portfolio](https://wellenina.github.io/portfolio)

## 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](https://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](http://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: *coming soon!*

### ► 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](https://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](https://giuliafanzaghi.itch.io/cats-invaders)

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