

SKILLS

- **Languages:** C++, C#, Java, Python
- **Game Engines:** Unreal Engine, Unity
- **Tools & Frameworks:** Git, AR, VR, Computer Vision, AI, OpenGL, Vulkan, Metal
- **Programming:** OOP, Data Structures, Algorithms, Multithreading, Debugging, Optimization, Gameplay, UI, Performance Profiling, Networking, Physics, Math
- **Data Structures and Algorithms:** Leetcode top 12% global ranking, 260 problems solved, 150+ daily streak
- **Other:** Android Studio, Django, iOS, Android, Mobile Development, Linux, self-hosting

WORK EXPERIENCE

- **Zucchetti Centro Sistemi** Florence, Italy
Backend Developer *Sep 2025 - Present*
 - **Java:** Full-stack development of enterprise management software using Java and SQL
 - **Full stack:** Worked with databases, business logic, and UI components
- **Instal** Florence, Italy
Unity / Graphics / Mobile / Backend Developer *Feb 2022 - Sep 2025*
 - **Unity / C++ / C#:** Developed in-game advertising SDK for Unity using native plugins
 - **Graphics APIs:** Worked with OpenGL, Vulkan, Metal, browser rendering, 3D graphics, multithreading
 - **Mobile / AR / VR:** External consulting making mobile and desktop apps with AR, VR, and computer vision
 - **Backend:** Backend development using Python and Django
- **Lionbridge** Remote
Game Tester *Jun 2020 - Jun 2021*
 - **Server Stress Testing:** Helped testing server load, as well as report bugs and performance issues
 - **QA Testing:** Tested AAA online games by Amazon Games like "New World" and "Crucible"

EDUCATION

- **Digital Bros Academy** Remote
Game Development Diploma (Unreal Engine, C++, Team project) *2024*
- **TheSign Academy** Florence, Italy
Game Development Diploma (Unity, C#, Unreal Engine, C++, Teamwork, Gameplay, Shaders) *2018 - 2021*
- **Istituto Calamandrei** Florence, Italy
Technical Institute Diploma (General programming and technology knowledge) *2018*

PROJECTS

- **Aura: Master of the Elements**
Unreal Engine C++ — Online multiplayer top-down RPG
- **The Last Melody**
Unreal Engine C++ — Singleplayer survival horror
- **Vampire Nights**
Unity C# — Top-down turn-based strategy

ONLINE PROGRAMMING COURSES

- **C++ - 46h:** OOP, polymorphism, inheritance, STL, smart pointers, lambdas
- **Unreal Engine - 35h:** C++ gameplay programming, Blueprints, engine basics
- **Unreal Engine GAS - 106h:** Gameplay Ability System, online multiplayer top-down RPG, UE5, currently WIP
- **Android - 37h:** Java, Android Studio
- **iOS - 60h:** Swift, Xcode

LANGUAGES

- **Italian:** Native
- **English:** Advanced
- **Japanese:** Intermediate