Federico **Scaramelli**

GAME PROGRAMMER · MILAN, ITALY

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Skills

Development	Unity, C#, C++, Java, CUDA, Git, Plastic
Languages	Italian (Native language), English (Intermediate - B2)

Education

UNIMI (Università degli Studi di Milano)   *Milan, Italy*

M.S. IN COMPUTER SCIENCE   *Sep. 2020 - 2023*

- **Relevant Courses**: Real-time Graphics Programming, Videogame Design and Programming, Online Game Design, GPU Computing, Computational Geometry, Software Development in Complex Work Groups
- **Grade average**: 28/30

UNIMIB (Università degli Studi di Milano-Bicocca)   *Milan, Italy*

B.S. IN COMPUTER SCIENCE   *Oct. 2016- Feb. 2020*

- **Mark**: 106/110

Projects

Blind Nav   *Milan, Italy*

GAME DEVELOPER   *Mar. 2022 - Jul. 2022*

- An audio-game to train navigation skills in visually impaired and blind people. [**LINK**]
- Setup the 3D audio spatialization using the Steam Audio technology.
- Developed a dynamic vocal system capable of supporting the player during the game.
- **Technologies**: Unity, Steam Audio.

The Timeless Child - Prologue (Team Project)   *Milan, Italy*

GAME PROGRAMMER, GAME DESIGNER, LIGHTING ARTIST, COMMUNITY MANAGER   *Mar. 2021 - Mar. 2022*

- Developed and designed the whole game side by side with my partner.
- Directed the team consisting of 17 volunteer contributor artists.
- Self-published on Steam with over 100.000 downloads and 1.000 reviews in six months. [**LINK**]
- **Technologies**: Unity HD Render Pipeline, Steamworks, Photon.

Bézier Defense (Group Project - 2 people)   *Milan, Italy*

GAME DEVELOPER   *Jan. 2021 - Apr. 2021*

- A tower-defense in which paths and defensive systems are built in the shape of Bézier curves. [**LINK**]
- Implemented a Bézier curve editor with real-time mesh construction based on the curve's shape.
- **Technologies**: Unity.

Laser Golf! (Group Project - 5 people)   *Milan, Italy*

GAME PROGRAMMER, GAME DESIGNER, LEVEL DESIGNER   *Oct. 2020 - Jan. 2021*

- A competitive golf-based multiplayer FPS with up to 6 players. [**LINK**]
- Took part in the development, game design and level design.
- **Technologies**: Unity, Photon.

A Unity-based VR tool for proposing personalized itineraries   *Milan, Italy*

SOLO DEVELOPER (BACHELOR THESIS)   *Oct. 2019 - Jan. 2020*

- An Android application capable of simulating a custom itinerary with VR technology. [**LINK**]
- Implemented a system capable of creating virtual scenes based on real-world geographic data.
- **Technologies**: Unity (Android), Google StreetView API, Mapbox SDK, Google VR SDK.

Events

Milan Games Week 2021   *Milan, Italy*

PRESENTER FOR TIMELESS TALE ON THE INDIE DUNGEON AREA PROMOTED BY IIDEA   *Nov. 2021*

- Presented "The Timeless Child: Prologue" to the public.
- Provided a dedicated coupled-setup gaming station to allow users to play the game.