

LUCA IVONE

Technical Artist

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SUMMARY

Detail-oriented and **adaptable** professional with **5+ years** of experience and an established expertise of **programming**. Aiming to leverage my capabilities to effectively fill the emptiness at your corporation. Frequently praised as **hardworking** by my peers, I can be relied on to assist your organization obtain its **goals**.

EXPERIENCE

Game Programmer

Gangame

02/2018 - Ongoing | Castellana Grotte, BA, Italy

Given the small size of the company, every employee is a valuable asset, with skills in various aspects of **2D/3D mobile game** production using the Unity framework.

- Management of software systems related to **game development**.
- **Development**, whole and/or partial, of titles in production.
- Responsible for the analysis, design, implementation and maintenance of various software modules and/or systems that are part of the **corporate framework** used for the development of the titles.
- Liable for the **implementation of macro areas** related to the titles in production such as, for example, the implementation of the aspects strictly connected to the game design of a specific title
- Optimization of the use of the **hardware resources** required by the game.
- Implementation of **in-depth** testing of the components created and used in the games.

EDUCATION

Informatica e Tecnologie per la Produzione del Software, L-31

Università degli studi di Bari Aldo Moro

07/2017 - 10/2021 | 100/110 | Bari, Italy

CERTIFICATIONS

CSE167x: Computer Graphics

edX Verified Certificate for Computer Graphics UC San Diego

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LANGUAGES

Italian

Native



English

Advanced



SKILLS

Computer Literacy

Eagerness to Learn

Problem-Solving

Adaptable

C#

C++

GLSL

HLSL

Unity

OpenGL

Git

Github

Blender

HOBBIES

3D Printing in FDM and SLA, with the production of the 3D model and the painting of the result.

Gaming in the latest PC games with a passion for Hack-and-Slash, Rogue-lite and Metroidvania genres while also playing some VR titles.