

GIOVANNI MANCINI

Game Developer

PROFILE

Hello there, I'm Giovanni Mancini and i'm a developer in love with videogames and technology. Since I was a child, from the first time I got my hands on my first console, I was catapulted into this wonderful world and I wanted to deepen its concepts. Over the years, I have learned the basics of programming and game engines like Unity and Unreal Engine, prototyping 3D, 2D, VR and AR game demos.

CONTACT

Milan, MI, 20128, Italy
+39 388 8334159
giovanimancini.dev@gmail.com
giovanimancini.it

[Linkedin](#)

LANGUAGES

Italian (Native)
English (B2)

EDUCATION

NABA - Nuova Accademia Di Belle Arti

2019 — 2022

Here I learned about game engines like Unity and Unreal Engine and improved my previous programming skills. Also, I learned the work pipeline of a game developer by working in a team on several university projects.

ITST - Enrico Fermi

2014 — 2019

Here I learned the basics of math, physics, linear algebra and programming. I have studied different programming languages such as C, C++, C #, HTML, JAVA and much more.

SOFTWARE SKILLS

- Unity
- Unreal Engine 4
- Unreal Engine 5
- Character Creator 4
- IClone 8
- Autodesk Maya
- Blender
- Houdini
- ZBrush

CODING SKILLS

- C#
- C++
- Blueprints
- Git / Github
- Java
- HTML5
- CSS3
- Javascript
- PHP
- MySQL
- Arduino

PERSONAL EXPERIENCES

To read and see in detail the projects mentioned below and others, visit my [website](#).

2022

• The Unknown Project

Thesis Project made in UE5, a demo showing a representation of a psychological disease such as Agnosia. I took care of all aspects of the Player Controller.

• Rino's Diner Crime

Exam project made in UE4, a Quick Time Event demo. I was in charge of creating and programming all aspects of the QTE attached to the ui.

2021

• Dog's Quest

An AR board game made in Unity. I was the only programmer in the team and I took care of the combat system and all aspects related to AR using Vuforia.

• Cinder City

A 2D point and click demo made in Unity. I built the point and click system and inventory from scratch.