



ANDRE FRANCAVILLA

GAME PROGRAMMER

ADDRESS

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PORTFOLIO

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ABOUT

I'm a Game Programmer with Game Design experience. I'm a Unity and C# expert with 10 years of passionate experience at hand and I have been working professionally for 4+ years. In addition to my skillset, I also have experience with Unreal and C++. I'm eager to always put my skills to the test, and take on challenging tasks every day while helping others.

SKILLS

- Teamwork
- Unity (C#)
- Custom Unity Engine Tools
- Game Mechanics Design
- Source Version Control (Git, Perforce)
- Unreal (Blueprint/C++)
- Other creative media



WORK EXPERIENCE

Senior Unity R&D Developer

Eagle Projects - June 2022/Current

Working on a test project related to Virtual Reality, big data and computer vision as a Senior developer.

Game Programmer

3D Clouds - Sept 2021/June 2022

Developing games that are shipped onto multiple platforms using Unreal Engine 4

UI & Graphics Programmer

Biokip Labs - June/July2021

I worked on first and third-party applications as a freelancer

Gameplay Programmer

Raven Travel Studios - Nov 2019/Mar 2020

I worked on fundamental aspects of the game's storyline progression.

These were my responsibilities:

- AI Programming
- Gameplay Mechanics
- Game Design
- Refactoring

Game Development Mentor

Freelancing - 2019/Current

I offer one-to-one lessons about subjects relative to game development, using Unity, C#, and other project management software.



EDUCATION

Digital Bros Game Academy

Certificate of Attendance 2020/2021

An annual Game Programming boot camp that simulates a real videogame company

ITIS "Conte Milano" - 2014/2019

High School Diploma in Computer Science

Final Grade: 87/100

EQF Level: Level 5 EQF



OTHER SKILLS

Languages

- English [Mother Tongue]
- Italian [Mother Tongue]

Certifications

- MOS: Office Word 2016
- MOS: Office Excel 2016
- Cisco CCNA