FEDERICO DELL'AQUILA

GAME PROGRAMMER

ABOUT ME

Making games is how I express my creativity. Working with other persons and learning from them has always been an important driving motif for me. I enjoy discovering how things works and collaborate with my teammates to find effective solution to any problem our project may be affected.

I have a special interest for XR, all its possible applications and how we can discover new way to entertain and solve problems with it.

SKILLS & SOFTWARES

Game Engines & Frameworks

Languages

Source Control

Production

CONTACTS

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EDUCATION HISTORY

Breda University of Applied Sciences (Breda, Netherlands) [2018 – 2022]
Science Program: International Game Architecture and Design (IGAD)/ Creative Media and Game Technologies (CMGT)
Direction: Game programmer

Vigamus Academy (Rome, Italy) [2015 –2018]
Program: Digital communication and Marketing in the videogame field

Roma Tre University (Rome, Italy) [2012 –2015]
Science Department: Triennial course in Biology

UNIVERSITY PROJECTS

Last Resort – 29 members – 32 weeks
- Implementation of predictive ballistic trajectory for Ranged Enemies their projectiles, movements behaviors and environment perception system.
- I worked as a Generalist programmer with the aim of fixing bugs and assisting my teammates in a variety of tasks.
- Particle effects system for player projectiles that associate specific effect to different material surfaces and bullets trail.

Space A-Head – 12 members – 16 weeks
- Non-VR Control System to allow teammates without a VR headset to test and contribute to the project.
- Physical Hands Interactions solution to makes hands react with the environment.
- Seamless Teleportation System aimed to allow 1-to-1 movements in a non-Euclidean space.

WORK EXPERIENCE

NEOMORPH STUDIO 2021-2023
- Development of multiple VR experiences using Unity and C#: a hand gesture recognition system for the Oculus Quest 2 finger tracking technology and a fitness gamification experience.
- Development of an online multiplayer application for mobile using Unity Netcode for GameObjects and Unity Services.
- Coordination of a small team of programmers for the development of a mobile application using Unity and C#. Among my responsibilities were planning the project architecture, identify the right techniques and solutions to solve problems, define the work and QA pipeline, educating the team regarding development and programming concepts, represent them as a spokesperson during meetings and interfacing with leads from other disciplines in order to align and defines objectives.

NEOMORPH STUDIO/Galactic Entertainment 2022-2023
- Implementation of Bullet Physics Engine in UE5 and building of a physics framework to achieve deterministic physics for an online pinball game prototype.
- Worked on a web based multiplayer online top-down shooter using TypeScript, Three.js, Node.js and Colosyeus.