MATTIA CASAMENTI

Game Programmer

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INTRODUCTION

I'm a junior game developer currently studying at FutureGames, where I try to focus my studies on AI. I put a lot of attention to details and I have good organizational skills.

EDUCATION

FutureGames Stockholm

2018 – Present

Studying game programming

IT High School Italy

2013 – 2018

I learned basic programming, project management and developed some apps for android devices. And I received a Cisco Certification (CCNA)

DEVELOPED PROJECTS

Featherfall FutureGames (Third person puzzle game)
(Unreal Engine 4, PC, 2019) 4 weeks project | Team: 12 people
 I worked on some of the main gameplay mechanics, and a small AI.

Nim FutureGames (Third person hack and slash)
(Unity, PC, 2019) 7 weeks project | Team: 12 people
I worked on an enemy AI. It's a finite state machine-based AI, which decides and takes actions depending on the decision made.

SKILLS

- Languages
Very Familiar: C | C++ | C# | Java
Familiar: Lua | html | css

- VCS
Very Familiar: Perforce | Git

- Engine
Very Familiar: Unreal Engine 4 | Unity

- PM Tools
Very Familiar: Trello | HacknPlan