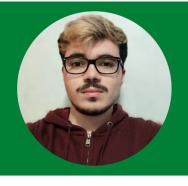


# EMANUELE NEPA



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Chieti, Abruzzi, Italy

thrustworld.github.io/MyPortfolio

îm emanuele-nepa

AM - B

### HARD SKILLS

Audacity

CMake

C#

JavaScript

Unity

Git

C

CSS

FMOD

HTML

SourceTree

VsCode

# SOFT SKILLS

- Active Learning
- Adaptability
- **Emotional Intelligence**
- **Problem Solving**
- Self Reflection
- **Teamwork**
- Time Management

# LANGUAGES

Italian

English

French Spanish

Basic

Native

**Professional** 

Limited

# **PROFILE**

Since I was a child, I have always had an interest in technology, which has spread exponentially with computers and video games. Due to this, I decided to embrace my little dream and pursuing the journey to understand the technical parts of a videogame. I am excessively self-critical, but it helps me to achieve my goals and being able to face new challenges. I aspire to specialize myself in Al programming for the video games industry.

### EDUCATION

#### **AIV SRL**

Accademia Italiana Videogiochi 2018 - 2021

- 2018 2019: C#, OOP, Serialization, 2D Rendering, Al Fundamentals.
- 2019 2020: Unity, Python, JavaScript, Node.js, Machine Learning, Networking, SQL, Audio programming.
- 2020 2021: Unreal Engine 4, C, C++, Vulkan, SDL, OpenGL, DirectX.

#### ISABELLA GONZAGA INSTITUTE

Linguistic Highschool 2013 - 2018

- Main topics: Italian, English, French, Spanish.
- 68/100.

#### PIERRE OVERALL INSTITUTE

French Highschool 2016-2016

- Enrolled since 19th February to 26th February.
- Main topics: Comprehension, Production, Conversation.
- · Level: B1.

## WORK EXPERIENCE

#### **EUROPEAN INTEGRITY GAMES**

Game developer freelance 2021 - 2022

I contributed to two educational games and I mainly worked on:

- UI(HUD, popups, Menu section, ...);
- Audio programming and gameplay programming, such as the interactions(minigames, NPCs);
- Managers and systems to control the flow of the game,

such as input system or animations system to

handle characters movement.

"European Integrity Games" is a project approved by Erasmus+ and the main focus is to teach young people
ethical themes through video games.

#### GLOBAL GAME JAM - RUMBLING 20'S

Game developer self-employed 2020 - 2020

- I worked on Rumbling 20's, a 3D Endless Runner game, in a team of six members to Codemotion during the GGJ 2020.
- "Global Game Jam" is a video games hackathon where you have a main topic and three days to create a demo
  project.

#### **STUDENTSLAB**

Marketing and Communication 2016 - 2018

School-work experience model where we had the focus on promoting local activities.

#### **DE MARCO JEWELRY**

Marketing and communication 2016 - 2017

• School-work experience model where we had the focus on promoting products through web advertising.

#### **CHIETI UNIVERSITY MUSEUM**

Museum guide and communication 2015 - 2016

 School-work experience model where we showed the museum to visitors and we did management such as works cataloguing.

I authorise the processing of my personal data in accordance with Legislative Decree 196/2003, coordinated with Legislative Decree 101/2018, and Article 13 of the GDPR (EU Regulation 2016/679) for the purposes of personnel search and selection.