









# EMANUELE NEPA



-  +39 3491024491
-  nepaemanuele@outlook.it
-  Chieti, Abruzzi, Italy
-  [thrustworld.github.io/MyPortfolio](https://thrustworld.github.io/MyPortfolio)
-  [emanuele-nepa](https://www.linkedin.com/in/emanuele-nepa)
-  AM - B

## 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 AI programming for the video games industry.

## HARD SKILLS

- Audacity
- C
- CMake
- CSS
- C#
- FMOD
- Git
- HTML
- JavaScript
- SourceTree
- Unity
- VsCode

## SOFT SKILLS

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

## LANGUAGES

- Italian Native
- English Professional
- French Limited
- Spanish Basic

## EDUCATION

### AIV SRL

Accademia Italiana Videogiochi  
2018 - 2021

- 2018 - 2019: C#, OOP, Serialization, 2D Rendering, AI 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.

---