

ABOUT ME

A solid background in videogame development that has made me versatile and solution oriented when addressing software problems, from the design phase all the way to final implementation. I'm open to projects in any field.

DATE OF BIRTH

04/06/1992

RESIDENCE

Italy (UTC+1)

SPOKEN LANGUAGES

Italian

English

Polish

CONTACTS

+39 3495696586

[LINKEDIN](#)

[PORTFOLIO](#)

ginovalerio123@gmail.com

GINO VALERIO

SOFTWARE DEVELOPER

EXPERIENCES AFTER **DBGA**

- Freelance software developer** Italy, Remote
06/25 - On going
 - Advergames
 - 3D websites
 - Phygital games
- Working holiday year** Oceania / Asia
04/24 - 04/25
 - Farm days & volunteering
 - Discover new cultures and people
 - Backpacker full time
- Frontend software developer** Miniclip, Italy, Genoa
10/22 - 03/24
 - Developed UI/UX, gameplay, services
 - Rendering in Unity Engine
 - Maintenance, refactoring, bug hunting
- Software developer** Zuru tech, Italy, Milan
03/22 - 10/22
 - Developed logic in C++ for BIM software
 - Rendering in Unreal Engine
 - Unit testing

EDUCATION

- Diploma certificate in Game programming - **DBGA****
07/2021
- Master's in Upper Limb Therapy - La Sapienza**
07/2015
- Bachelor's Degree in Occupational Therapy - UniMORE**
04/2014
- High school Diploma ITIS - Lepoldo Nobili**
07/2011

CODING LANGUAGES

C#, C++, Python, JavaScript, TypeScript, Lua, HLSL, GLSL, Rust, Java, Go, Ruby

TECH STACK

Unity Engine	VR / AR / XR	React
Unreal Engine	Perforce	Angular
Godot	Git	MongoDB
Construct	Wwise	SQL
RPGMaker	FMOD	Figma
Blender	Next.js	Docker
Affinity	Vite	ThreeJS