Gaetano Trovato

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❯ Status: Game Programmer
❯ Fields: Video Game Development, Software Development
❯ Tech: C#, C++, Unity, Unreal, UniRx, UniTask, UniDI, MVVM, Reactive programming, UEFN, Verse
❯ Hobbies: Sci-Fi shows, anime, science and RPGs

❯❯❯ Summary

Curious and methodical video game developer with computer science background, good mathematical and physical knowledge. Fascinated by emergent gameplay systems and AI behaviours. I love challenging my problem solving skills and learning from the challenges I face. I shine at building solid data-driven systems that are easy to expand, and simplifying UI screens implementation using MVVM architecture.

❯❯❯ Experience

May - Jul '24   **Programmer**   Lively

- ❯ Contributed to the launch of **Super Horde Survival**, a multiplayer game made with Unreal Engine for Fortnite and Verse, mainly creating a data-driven attributes and passive system.

Sep '22 - Apr '24   **Junior Programmer**   Lively

- ❯ Participated in porting **Warped Kart Racing**, a Unity racing game, to Apple Vision Pro. Updating certification requirements and adapting most UIs and tweens from screen space to 3D.

- ❯ Improved tutorials and card unlocking flow for the Unity Web3 card game **Parallel**.

- ❯ Contributed in prototyping the unreleased multiplayer shooter **Icaco** made in Unity. Implementing a basic painting system for both players and environments while also adding some accessibility feature like assisted aiming.

- ❯ Worked on prototyping the unreleased game **Orange**, an auto-battler gatcha RPG made in Unity. Creating an innovative 3D data-driven node map progression system with branches based on scriptable objects combined with MVVM based UIs to display the crucial information of each level.
  Side work involved expanding the debug menu for fast iteration and testing.

Jul - Sep '22   **Programmer Internship**   Lively

- ❯ Worked on prototyping the unreleased game **Orange**, an auto-battler gatcha RPG made in Unity. Expanding the ability system and implementing the basic UI to display party status and damage numbers through a reactive programming architecture.

2019 - 2021   **Solo Video Games projects**   Self-taught studies

- ❯ Created **The Boss is Waiting** a prototype platformer game made with Unity with underlying speed running influences. Main focuses involved creating enemies behaviours like a simple multi phased boss and creating animations from sprite atlases.

- ❯ Developed a hide and seek minigame in Unreal Engine 4 and Blueprint only as a study about the AI engine's features.

2017 - 2017   **Solo project**   Self-taught studies

- ❯ A simple application that parsed HTML pages from a mobile game wiki to build a MySQL database and a basic UI made with Java Swing to make queries.

⟫⟫ Education

| 2021 - 2022 | **M.Sc. Video Game Development** | Birmingham City University |

❯ Participated in creating **Impossible Rescue** a platformer game made with Cocos2Dx as part of small team. My contribution was create a system to import levels from the external tool Tileset2D for fast iteration and implementing the logic and requirements to move between levels.

❯ Helped to develop **Radiance** a vertical slice about a time looping puzzle game using Unreal Engine 4 and C++. My main role consisted in implementing the time loop mechanic through concurrency mechanism and also creating a basic inventory system used to collect and display lore items around the world using MVC architecture.

| 2018 - 2019 | **Pg.D. Computer Science** | University of Edinburgh |

❯ Knowledge of program's parallelisation, distributed systems and big data management. Software architecture and process management theory with basic knowledge of DB Management Systems.

| 2014 - 2017 | **B.Sc. Computer Science** | University of Studi di Milano-Bicocca |

❯ Thesis: IDS' Evolution: A Comparison between Snort and Newer Tools.

❯ Main focus on Java and C++ with basic knowledge of functional programming. Code analysis and optimisation practices, maths, physics and statistics. Basic knowledge of MySQL databases and network theory.

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