Simone Petrosino

I am a curious and enthusiastic developer with a passion for video games and all the culture surrounding them. I want to develop games that are fun, exciting, and able to leave a memory in players.

Nationality: Italian
Phone: (+39) 389 255 1131

✉ sim.petrosino@gmail.com

🌐 simpetr.github.io

in linkedin.com/in/simonepetrosino

 github.com/simpetr

 simpetr.itch.io

LANGUAGES

Italian: Native.

English: Proficiency.

PROGRAMMING AND TOOLS

Daily use: Versioning (Git, SVN), Jira, Rider, Visual Studio, PyCharm.

Good: Unity, Unreal Engine, C++, C#, Python.

Basic: Blender, Web Development.

SOFT SKILLS

- Teamwork, Collaboration, Problem solving.

- Adaptable, Optimist, Open-minded.

- Creative, Curious, Innovative.

WORKING EXPERIENCES

(May 2022 – Present)

Gameplay Programmer
Bongfish GmbH, Austria
- Working on an unannounced feature for World of Tanks (Wargaming.net).
- Responsible for the development of a new game mechanic and its integration for The Waffenträger: Legacy event (Wargaming.net).

Highlights: [Cross-Team Collaboration, Teamwork, C++, Custom Engine, Python]

(November 2020 – October 2022)

Project Assistant
Graz University of Technology, Austria
- Game programmer for internal R&D, VR, and European funded projects.
- Responsible for game user research projects about game communities and player behaviours, that result in scientific publications.
- Supervise other colleagues' projects and students' final projects.

Highlights: [Communication, Time Management, Leadership, Unity, Unreal Engine]

(September 2020 – November 2020)

Mobile Unity Developer
Wonderlab s.r.l, Italy
- Responsible for the design and development of a working prototype of an AR GPS-based mobile game for promoting city tourism.

Highlights: [Rapid Prototyping, Unity, AR, MapBox]

EDUCATION

(2016 – 2020)

Master's degree in Computer Science, Networks and Software technologies
University of Salerno, Italy - 110/110 cum laude
Thesis: Unity project about how video games can induce a negative mood through various gameplay elements to influence players' opinions.

(January 2018 – June 2018)

Erasmus+
University of Skövde, Sweden
During this period abroad I developed my master thesis in Serious Game and attended an introductive game design course.

(2012 – 2016)

Bachelor's degree, Computer Science
University of Salerno, Italy - 97/110
Thesis: Unity project where all objects are updated according to the telemetry data (CPU, temperature, memory) collected from another machine through the SNMP protocol.