

# SAMUELE SAVIANO

## SOFTWARE ENGINEER

I'm a programming lover who enjoys building clean systems, collaborating with different departments, and coming up with new ideas.

My background in graphic design and user experience gives me a unique perspective on the aesthetics and usability of applications, which I consider crucial for a product's success.

My ultimate goal is to work in a dynamic environment where I can collaborate with talented professionals and share knowledge seamlessly. I am eager to grow and am always open to learning new technologies.

## PROFESSIONAL EXPERIENCE

01/25 - 09/25

### SOFTWARE ENGINEER III (UNITY EXPERT)

TomTom - Amsterdam, NL

- Contributed to multiple **Unity** and **Android** projects as part of TomTom's Maps team
  - Developed and optimized **UI panels** in Unity, using **Protofiles** and **gRPC** to interface with Android-based business logic
  - Improved **map rendering performance** by optimizing depth buffer handling and shadow rendering in Unity
  - Profiled a **custom memory management system** in Unity, providing diagnostics and support to its core developer
  - Supported **QA** across devices and builds; investigated bugs with developers and team leads to validate fixes

09/23 - 12/24

### UNITY DEVELOPER

Simultira (Stamhuis) - Utrecht, NL

- Contributing to the development of the **Building Virtuality** AR, VR and MR application ([www.buildingvirtuality.com](http://www.buildingvirtuality.com))
  - Implementing and optimizing UI using Unity **uGUI**
  - Optimized **textures usage**
  - Keyboard **Shortcuts system** refactor
  - Built-in **UI hierarchy system** refactor
  - Implemented **3D items placement restrictions system**
  - Working on custom shaders using **Unity Shader Graph**

12/21 - 05/23

### UNITY DEVELOPER

Dephion - Geleen, NL

- Contributed to the development of the **Habtic** health coach mobile application ([www.habtic.com](http://www.habtic.com))
  - Implemented UI using Unity **uGUI** and **UI Toolkit**
  - Worked on **gameplay** development for **casual games**
  - Contributed to and implemented a global dynamic **levelling system** for a small set of casual games
  - Designed and implemented a **fingerprint security check system** for Android and iOS
  - Took advantage of design patterns such as **Model View Presenter** and **Single Responsibility Principle** in project development.



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## EDUCATION

09/14 - 07/17

### B.A. IN INTERACTION DESIGN

IED Roma - Rome, IT

- Unity Development (C#)
- Unreal Development (Blueprint / C++)
- Cocos2D-X Development (C++)

09/12 - 07/14

### GRAPHIC DESIGN DIPLOMA

Confalonieri De Chirico - Rome, IT

- Logo Design
- Digital Marketing
- Photography

09/09 - 07/12

### GRAPHIC DESIGN CERTIFICATION

Latina Formazione Lavoro - Latina, LT

- Logo Design
- Illustrator
- Photoshop

## LANGUAGES

Italian

NATIVE

English

FLUENT

## SKILLS & EXPERTISE

Unity Editor

C#

UI Toolkit

uGUI

Gameplay Programming

UI Programming

Debugging

Profiling

Optimization

Git

API Implementation

AR/VR

Plugins Implementation

OOP

Unity Editor Tools

Shader Graph

Addressable Assets

Python

PyCharm

PyGame

Android

iOS

WebGL

Nintendo Switch

PC

Linux

## INTERESTS

Drums

Guitar

Ukulele

Programming

Technology

Art

Drawing

Photography

Music

Nature

Videogames

Books

Comics

Movies

TV Series

Sound Engineering

## PERSONAL MOTTO

“ Nobody ever had a rainbow until they had the rain ”

03/20 - 11/21

LEAD GAME DEVELOPER

Medit Games - Rome, IT

- Led the development of **Hot Engines**, a multi-platform drag race game, from prototyping to shipping (**content not suitable for work**)
  - Designed and implemented the **core and main features architecture and behaviour**
  - Co-development with **external teams and professionals** while leading a small team
  - Developed and integrated **Two-Legged and Three-Legged OAuth systems** for user login
  - Designed and implemented **external purchase verification and user variables systems**
  - Shipped on **Android, PC and WebGL**

09/19 - 11/21

GAME DEVELOPER

One-O-One Games - Rome, IT

- Created **The Cure Clicker**, a mobile clicker game, as a solo developer from prototyping to shipping
  - Designed and implemented the **core and main features architecture and behaviour**
  - Integrated various third-party services, such as **Facebook, Firebase, OneSignal**, and **Unity Ads**
- Ported **Fury Roads Survivor** to **Nintendo Switch** ([Nintendo Store](#))
  - Implemented the new **multiplayer co-op game mode**
  - Managed the Joycons **button binding** for different orientations and game modes
  - Redesigned **game mechanics** such as the vehicle unlocking system, the purchase system, and the missions system

11/19 - 03/20

LEAD UNITY DEVELOPER

101% Centounopercento - Rome, IT

- Led a small team in the development of **Alla Ricerca del Tempo Perduto**, a multi-games platform for **Ford Italia**
  - Developed a **streamlined pipeline** for efficient collaboration
  - **Mentored junior developers** in Unity best practices and project structure
  - Co-designed **core architecture** and implemented **key systems**
  - Implemented a **back-end communication system** to store and display user and global data
  - Managed the deployment on **Android, iOS and WebGL**

09/17 - 10/19

UNITY DEVELOPER

101% Centounopercento - Rome, IT

- Worked on **Fury Roads Survivor**, a shooting survival mobile game, available on [Google Play Store](#) and [Apple Store](#)
  - Implemented **new maps** each with **unique gameplays** that required **optimizations** for a large amount of elements in the scene
  - Implemented the **power-ups system**
  - Ported the game to **PC**, implementing the first **multiplayer mode**
- Worked on several **B2B projects** for clients such as **Ford, Panerai, Poste Italiane** and **Bulgari**
  - Created various **interactive experiences** using AR/VR, developing interactive stands and creating tools for business events and professional usage