

SAMUELE SAVIANO

UNITY DEVELOPER

I'm a Unity lover who enjoys building games and applications, 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.



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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

PROFESSIONAL EXPERIENCE

01/25 - NOW

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)
 - 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)
 - 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.

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

Android

iOS

WebGL

Nintendo Switch

PC

Linux

INTERESTS

Drums

Guitar

Ukulele

Programming

Technology

Art

Drawing

Photography

Music

Nature

Videogames

Books

Comics

Movies

TV Series

Cola-Flavoured Candies

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** by creating dedicated repositories for each department, and implementing a branch usage system for efficient collaboration
 - Worked in conjunction with the team to **design the core architecture**, and solely implemented
 - 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