



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.

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 **Protobufs** 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 (Stadhuis) – 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.

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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



INTERESTS



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