

AGAZIO PASQUALE EMANUELE

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Date of Birth: 21/11/1989



PROFESSIONAL EXPERIENCES

- July 2019 - In Progress **Unity Developer - Broadcast Graphics Developer**
Deltatre s.p.a. - Turin, Italy
Developing Broadcast Graphics for the major Sports Events in the World using Unity.
- January 2018 - June 2019 **Unity Developer - Consultant**
Synesthesia s.r.l. - Turin, Italy
Unity projects consultant for third parties. Mostly worked with Deltatre.
- August 2016 - December 2017 **Gameplay Programmer**
Self Employed - Turin, Italy
Gameplay programmer for third parties projects. Shipped games and media applications using both Unreal Engine and Unity. I was in Turin but I have worked with different companies based in other cities like Milan, Bergamo and Rome.
- February 2016 - July 2016 **Gameplay Programmer**
Dojo Arcade - Cardiff, UK
Worked on Creature Battle Lab, an Android and iOS action/fighting game. Bafta Cymru Game winner in 2017. Made in Unity.
- June 2013 - August 2013 **Gameplay Programmer - Internship**
Imaginary s.r.l. - Milan, Italy
Worked on different Android arcade games. Developed using Construct 2.

EDUCATION

Qualifications

- 2015 **BSc (Hons) Computer Games Development**
University of Westminster, London UK
First Class Honours
- 2010 **Secondary School Diploma in IT**
I.T.I.S. Amedeo Avogadro, Turin Italy

Publications

- 2015 M. Mentzelopoulos, F. Tarpini, A. Emanuele, A. Protopsaltis
Hardware Interfaces for VR Applications: Evaluation on
Prototypes
2015 IEEE International Conference on Computer and Information
Technology; Ubiquitous Computing and Communications;
Dependable, Autonomic and Secure Computing; Pervasive
Intelligence and Computing, pp. 1578-1583, 2015.

PERSONAL SKILLS

Primary Language Italian

Other languages English

- Interpersonal skills**
- Used to work in Teams
 - Used to collaborate with different teams to achieve a common goal.
- Organizational skills**
- Problem solving
 - Project management and decision making
 - Hit target dates even with more than one project at the time
 - Ability to work under pressure
 - Agile experience, used to work with a backlog and sprints
- Technical skills**
- Unity Engine
 - Unreal Engine 4
 - C#
 - C++
 - DirectX
 - Direct3D
 - OpenGL
 - GLUT
- Version Control**
- Git and Git flow
 - Team Foundation Server (TFS)