FILIPPO CORTESE

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PROFESSIONAL SUMMARY

Born in Italy and currently residing in South Africa, I am an enthusiastic and highly motivated game developer with experience in both C# and C++, with extensive knowledge of the Unity game engine. Proven history of successfully utilizing technology to create exciting games. Thorough understanding of gaming trends, as well as solid knowledge of multiple platforms (including experience developing for PC, Steam Deck, Switch, XBox, and PlayStation). Avid Game Jammer.

SKILLS

- C#
- C++
- Unity Engine
- Unreal Engine
- FMod
- Yarn Spinner
- Git, Plastic SCM, Perforce

- Development for Switch, Steam Deck, XBox, PlayStation
- Thorough knowledge of Steam API
- Networking and Multiplayer
- Tool development
- Procedural animation and IK
- OpenGL and GLSL

WORK HISTORY

Game Developer, 04/2022 - Current
Renderheads – Cape Town, South Africa
Current Project:

- Working on Metavoidal: a singleplayer roguelite (https://store.steampowered.com/app/2221780 /Metavoidal/).
- Awarded Best Game To Watch at the Gamescom Indie Arena Booth 2023
- Reworked multiple core systems including combat, player controller and game data read/write systems (incl DB)
- Implemented new mechanics.
- Taken part in multiple design meetings and took part in decision making both for technical and artistic direction.
- Wrote high quality code in C# and worked within the Unity Engine

Previous projects:

- Worked closely with the Lead Developer and Designers to break down project goals into various job duties and tasks.
- Created prototypes based upon design ideas using such programming languages as JavaScript and C#.
- Developed a Unity tool for in-house use.

- Worked on development of an async online game with multiple other developers.
- Took part in multiple meetings to discuss sizing, pipelines, features and project deadlines.
- Developed 2D and 3D video games for PC and mobile platforms using Unity 3D.

Backend Developer Intern, 09/2021 - 01/2022
Hangar49
- Cooperated with front-end developers and other team members to design more cohesive and functional code.
- Adapted and understood Agile and Scrum methodologies.
- Wrote high-quality code to meet customer requirements.
- Coded websites using HTML, CSS, JavaScript and jQuery languages.
- Modified existing code written in programming languages such as Python and JavaScript.

EDUCATION

Bachelor of Science: Game Development, 12/2021
The IIE - Vega - Cape Town
Studies included (but not limited to):
- Programming languages: C#, C++, Java
- OpenGL & GLSL
- Unity Engine
- Math & Physics
- Algorithms, Optimization & Performance
- Databases (SQL & no-SQL)
- Android Studio

PREVIOUS PROJECT EXPERIENCE

Breath of Life (PC) - *2021 (Game Jam)*
Link: https://fcortese.itch.io/breath-of-life
Roles: Lead Dev, Team Lead.
Languages: C#
Description: Worked in a team of 4 (2 developers, 1 artist, 1 writer) on a 1-week game jam entry focused on creating a relaxing yet engaging bar simulator, with some interesting costumer interactions, and a focus on story telling as well as cocktail crafting.

MakeGame.exe (PC) - *2021 (Game Jam)*
Link: https://fcortese.itch.io/makegame
Roles: Gameplay and Systems Programmer. Sole Dev.
Languages: C#
Description: Worked in a team of 2 (one dev and one artist). The game is an experimental take on the concept of making games within a game, and an attempt at simplifying game traction and marketing to players. All the project code was written by me over a period of 3 days for a game jam.

GraphBrain (Unity Engine Editor Extension) - *2021*

Link: https://github.com/fcortese2/GraphBrain

Documentation: https://fcortese2.github.io/

Roles: Solo Developer.

Languages: C#

Description: A Unity Editor extension to draw custom graphs in the inspector as a data visualization tool for quick in-engine bug fixing, balancing, and general data visualization.

CERTIFICATES

Unreal Engine C++ Game Developer Course

Provider: *Udemy*

Duration: *34.5hours*

Certificate Access Link: https://www.udemy.com/certificate/UC-d92bcfd5-fa82-4e3a-bf17-1ef5599029c1

LANGUAGES

English

Bilingual or Proficient (C2)

Italian

Bilingual or Proficient (C2)

French

Intermediate (B1)

Japanese

Beginner (A1)