Mario R
Senior Experienced Game Developer

SUMMARY

A passionate and dedicated Game Developer with 6+ years of experience, specializing in Unity, Unreal Engine, C#, and C++. - Track record in leading projects and optimizing performance, illustrated by the handover and improvement of the game 'Betia' for Nintendo Switch, enhancing its voice recognition algorithm significantly. Expert in porting and developing across multiple platforms, evidenced by the efficient Xbox One and Series S/X porting for 'Harvest Moon One World'. - Command of WebGL demonstrated through the creation of a web-based mini-golf game. - Skills in managing development teams and conducting interviews. Foundation in computer programming backed by a C++ course. - Passed the Japanese-Language Proficiency Test (JLPT) N2, now fluent in Japanese and English and can leverage language skills to work effectively in international environments. - Eager to leverage extensive game development experience and passion for tackling new challenges in a senior developer role. Aiming to contribute innovative solutions and continue professional growth in a dynamic environment.

TECHNICAL SKILLS

Main Technical Skills	C (2 yr.), C++, Unity (6 yr.), Unreal Engine (1 yr.), C# (6 yr.)
Programming Languages	C (2 yr.), C# (6 yr.), C++, PHP, Python
AI & Machine Learning	Azure Cognitive Search
JavaScript Libraries and Tools	WebGL
Azure Cloud Services	Azure Cognitive Search, Microsoft Azure API
Collaboration, Task & Issue Tracking	Atlassian Confluence, Redmine
Version Control	Git, SourceTree
Deployment, CI/CD & Administration	Jenkins
SDK / API and Integrations	Microsoft Azure API
Methodologies, Paradigms and Patterns	UML
Platforms	Unity (6 yr.)
Other Technical Skills	Tortoise SVN

WORK EXPERIENCE

Game Programmer, Arsaga Partners

Duration: October 2022 - Present
Summary:

- Supervised the development of a game initially outsourced to another company, later taking over the entire development process
- I improved the voice recognition algorithm in 'Betia' for Nintendo Switch, reducing response times significantly

Responsibilities: Supervising outsourced game development, taking over game development, enhancing voice recognition algorithm, interviewing new programmers, and managing a team.
Technologies: Nintendo Switch, Mobile Platforms, Game Development

Game Programmer,AJP Games (Harvest Moon One World, Hippare Q, WebGL-based Online Mini-Golf game)

Duration: July 2016 - October 2022
Summary: I led the porting process of 'Harvest Moon One World' for Xbox consoles and created a WebGL-based online mini-golf game independently.
Responsibilities: Handling the porting process for consoles, developing a web-based game from concept to completion, contributing to game development lifecycle.
Technologies: C#, C++, Unity, Unreal Engine, WebGL

Foreigner Customer Assistance, BIC CAMERA INC. (Sofmap)

Duration: January 2014 - July 2016
Summary:

- Working in the phone department at Sofmap, I achieved record sales and assisted foreign customers enhancing my communication and interpersonal skills

Responsibilities: Providing customer assistance, achieving high sales, adapting communication to bridge cultural gaps.
Technologies: Sales, Communication, Customer Service

EDUCATION

- **Sapienza Università di Roma**
  Japanese Language and Literature
  2010 - 2014
- **Prometheus Programming Course (C++)**
  C++ programming course
  2008 - 2009