

GIORGIO MICHELE DE GIORGIO

Junior Gameplay Programmer

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HARD SKILLS

- **Programming languages**
 - C++, Blueprints and C#
- **Game Engines**
 - UnrealEngine5 and Unity
- **Math**
 - Linear algebra and Vector math
- **Code quality**
 - Debugging and Profiling
- **Workflow**
 - Prototyping
- **Programming paradigms**
 - OOP, DOP, Data-driven, Event-driven and procedural
- **Version control**
 - Git
- **IDEs**
 - VisualStudio, Rider and VSCode

SOFT SKILLS

- Teamwork
- Excellent communication and organization skill
- Curiosity and research
- Multi-disciplinary mindset

ABOUT ME

I am a Game developer passionate about gameplay and AI programming.

I focus on systems optimization and software architecture using design patterns. I love developing tools to elevate my team's performance, tracking bugs and ensure excellent code performances.

I get passionate easily about new projects and I am always eager to jump on new challenges.

Thanks to my formation and teaching background I have a strong experience in communicating with both technical and non technical colleagues.

LANGUAGES

- Italian: native
- English: fluent

PROJECTS

Cyberpunk 2077 AI Experiments

Action-RPG, 2024, work in progress, 5 people, UE5, C++, Blueprints

- AI System and debug tools
- Behaviours authoring using State tree, EQS and AI perception
- Data-driven approach for designer

Steering Behaviours Demonstration

Algorithms implementation, 2024, 1 month, solo project, C++, STL, SFML, ImGui

- Steering behaviours implementation
- ECS architecture
- SFML and ImGui used to build debug gizmos and real-time parameters manipulation

Trauma

Survival Horror, 2023-2024, 3 months, 8 people, UE5, Blueprints

- Main AI (Sensing, Decision Making and Actuation), retrieve player visibility and AI world interfacing
- Audio programming with MetaSounds

A* Implementations and Profiling

Algorithm implementations, 2024, 2 weeks, 2 people, C++ and STL

- Implemented 3 version of the A* algorithm
- Built a profiler to measure performance

EDUCATION


DBGA - Game Programming Course

Online, 2023-2024

- Working with other programmers and designers on several projects using agile methodologies.

Master in Computer Engineering (AI)

University of Calabria, Rende (CS), Italy, 2019-2023

- Graduated cum laude
- First position in the AI course competition 
- Thesis on the optimization of "ThinkEngine", an AI system built within Unity developed at University of Calabria

Bachelor in Computer Engineering

University of Calabria, Rende (CS), Italy, 2014-2019

PROFESSIONAL EXPERIENCE

ThinkEngine development

University of Calabria, Rende (CS), Italy, 3 months, 2023

- Kept optimizing and bugfixing the ThinkEngine AI system after my master thesis work
- Publication: Angilica D, De Giorgio GM, Ianni G. On the impact of sensors update in declarative AI for videogames. InCEUR WORKSHOP PROCEEDINGS 2023 (Vol. 3437). CEUR-WS.

Cello teacher

"Tommaso Campanella" highschool, Lamezia Terme (CZ), Italy, 2019-2023