

# DANIELE DI MODICA

VIDEO GAME DEVELOPER

## DETAILS

Male | 04/11/1994 | Italian



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<https://danieledimodica.com>



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Brighton, East Sussex,  
BN1 3FT

## TECHNICAL SKILLS

### Programming Languages

- C++
- C#
- Blueprint
- HTML
- CSS

### Game Engines

- Unity
- Unreal Engine

### Software

- Visual Studio
- Blender
- Office Suite
- FileZilla
- GIMP
- CLIP STUDIO PAINT
- Inky

### Version Control

- GitHub
- GitHub Desktop

## PROFILE

Video game developer eager to prove himself and contribute to team success through hard work, attention to details and excellent organizational skills. Motivated to learn, grow and excel in the video game industry. Currently working on a 3D Low-poly puzzle platformer!

## PORTFOLIO & PROFILES

- LinkedIn: <https://www.linkedin.com/in/daniele-di-modica-a028ab159/>
- Portfolio: <https://danieledimodica.com>
- Unity Learn (Unity Portfolio): <https://learn.unity.com/u/5ca6167eedbc2a104b3c89f1?tab=profile>

## EMPLOYMENT HISTORY

### EAT. – Customer Service Host

*Brighton, England – 04/2015 - 06/2016*

## RELEVANT EXPERIENCE IN GAME DEVELOPMENT

### Project OneTime – Personal Project

*Brighton, England – 07/2021 - To Present*

### Completed Unity Junior Programmer Pathway

*Earned: January 13, 2022*

## (CHECK OUT MY PORTFOLIO FOR INFO & MORE)

### ACADEMIC PROJECT

#### Machine Learning In Video-games – Solo Developer

- [Responsibilities] – I fully designed and developed the system as well as implemented machine learning into the game. The Agent within the game uses a trained Neural Network to play the game.

### GAME JAMS

I have taken part in a number of game jams such as Ludum Dare and GJL Game Parade and I intend to keep jamming in the future.

## LANGUAGES

- Italian
- English

## Hobbies

- Gaming (OBVIOUSLY)
- Drawing
- Digital painting
- Attending a variety of webinars that range from drawing workshops to coding to AR/VR, all so I can further enhance my skills
- Watching anime

## EDUCATION

### **Bachelor of Science (Honours) in Computer Science (Games), University of Brighton**

*Brighton, England – 09/2016 – 09/2020*

With First Class Honours

Academic Year 2016/17

Relevant Modules:

- Programming: A
- Introduction to Games Development: A+
- Game Design Principles: A
- Software Development Tooling: A+

Academic Year 2017/18

Relevant Modules:

- Games Development: A-
- Data Structures and Algorithms: A-
- Web based game development: A-

Academic Year 2018/19

- Took a year off

Academic Year 2019/20

Relevant Modules:

- The individual project: A
- Computer Graphics Algorithms: A-
- 3D Dynamic Modelling: A
- 3D Emerging Games Technologies: A-
- Applied Intelligent Systems: A-
- Programming languages, concurrency and client server computing: A-

### **Access To Higher Education Diploma, Brighton City College**

*Brighton, England – 09/2015 – 06/2016*

### **GCSE, Brighton City College**

*Brighton, England – 09/2014 – 06/2015*

- English: B
- Math: C

### **BTEC Level 1 Diploma, Brighton City College**

*Brighton, England – 09/2014 – 06/2015*

## References

Available upon request