**Amerigo Moscaroli**

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Portfolio: [www.amerigosportfolio.com](http://www.amerigosportfolio.com)

**Summary**

Leader of a small team of software engineers with 4+ years of experience developing mobile games from concept to completion using C#. I successfully trained a previous member of QA to become a junior software developer while developing the mobile app Cops ‘n’ Robbers: World Tour. In my spare time, I have also developed a number of tutorial series about creating mobile games using C# with Xamarin and I am also developing my own game using my own game engine. I am currently looking to join the games industry as it has always been my dream to develop console games.

**Technical Skills**

* C#
* C++
* OpenGL/OpenGL ES & GLSL
* Java SDK using Eclipse and Android SDK
* Unity3D

**Experience**

**Greentube UK** - Nottingham **January 2015 – Present**

**Native Software Team Leader March 2017 – Present Senior Software Developer April 2016 – March 2017**

**Software Developer January 2015 – April 2016**

* Responsible for managing a small team of software developers through the entire development lifecycle for 3 games.
* Successfully trained a QA tester to become a junior software developer within my team.
* Created an Android port of our in-house game engine using C# while developing our game Crazy Slots Adventure.
* Developed the front-end for the server-driven mobile game Cops ‘n’ Robbers: World Tour using C# and Xamarin, for both iOS and Android. Code was designed and implemented to allow for extra content to be easily added in future mobile updates using object-oriented programming principles.
* Built complete games to design specifications which also fully comply with British gambling laws.

**Race Yourself** – London **September 2013 – December 2014**

**Junior Software Developer September 2013 – December 2014**

* Helped to develop multiple games as part of a small team across mobile platforms, Google Glass and Samsung Gear smartwatches.
* Implemented the UI and minigame gameplay for Race Yourself on Google Glass using Unity3D and NGUI.
* Developed menu system for Race Yourself: Gear Edition using HTML5 and the Tizen SDK.
* Implemented tutorials and matchmaking functionality for the Android version of Race Yourself using Java and the Android SDK.

**Published Work**

**Create and Monetize your C# Games on iOS and Android June 2017 – August 2017**

This tutorial series is a continuation of the Creating a 2D Platformer series, and teaches the reader about the final touches to add to a game once the core gameplay is complete. The tutorials cover all sections in Creating a 2D Platformer as well as monetisation of a game, achievements and leaderboards, and analytics with a focus on Google Analytics.

**Creating a 2D Platformer April 2017 – June 2017**

This video series uses the engine created in Creating Cross Platform Games with Xamarin to develop a 2D platformer which functions on Android and iOS. The series covers all stages of game development, starting with designing the game, then moves on to creating game mechanics for all characters and collectibles. The reader then learns how to create a level using data in a CSV file and the UI elements for the game.

**Creating Cross Platform Games with Xamarin February 2017 – April 2017**

This series teaches a reader how to create their own simple 2D game engine that functions on both Android and iOS. The series starts by teaching the reader how to create OpenGL views for Android and iOS as well as how to handle different device resolutions. They then learn how to create shaders using GLSL, and then how to create sprites and display text. The final section then shows how to handle input, how to play audio and a basic game state system.

**Building Android Games with OpenGL ES video series Sept 2013 – Jan 2014**

I created this tutorial series for Packt Publishing to teach readers how to create games using Java and OpenGL ES 2.0. A broad variety of subjects were covered teaching the reader the whole process of creating the game Breakout and then publishing their game.

**Education**

*De Montfort University, Leicester* 2009 - 2012

**BSc (Hons) Computer Games Programming (First Class Honours)**

Modules include: Computing Project, Mobile Games, Advanced Graphics, C++ for Games Programmers, AI and Modelling for Games.

*Guthlaxton College, Leicester* 2007 – 2009

A Levels include: Maths with Statistics, Computing and Economics.