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Francesco Frassinetti

Game Programmer

SKILLS

Unity / C#

- gameplay
- core systems
- tooling

OOP, Software architecture

Math, physics, and algorithms for game development

Graphics and Shaders
-HLSL, Shadergraph
-C++, GLSL, OpenGL

Audio integration with FMOD

Azure Cloud Services

CI/CD with Azure DevOps

Backend Web Applications
(AspNet, MsSql, EntityFramework, ...)

ACHIEVEMENTS

Study grant for academic merits (2016/2017) at University of Bologna

Study grant for academic merits (2015/2016) at University of Bologna

LANGUAGES

- **Italian:** Native
- **English:** Professional

GAME PROJECTS

See portfolio at: <https://francesco-frassinetti-portfolio.web.app/>

WORK EXPERIENCE

Software Engineer —

Prometeia (Italy)

December 2022 -

- Backend development, test, and maintenance of Cloud-based web applications. [C#, Asp.Net Core, ...]
- Tweaking of Azure DevOps build and release pipelines

Game Programmer —

Crinkle Cut Games I/S (Denmark)

January 2022 - September 2022

- Full-time Unity and C# programmer on [Discounity](#).
- Development and maintenance of core systems, editor tools, and gameplay logic.
- Development of the AI behavior of the customers (Utility-based approach).
- Tooling and automation of team workflows.

July 2021 - December 2021 | (Before company foundation)

Anne Christina Elsberg, Magnus Wahlers, and I started [Discounity](#) as our thesis project. After graduating, we iterated on the game prototype, founded Crinkle Cut Games and received funding from the Danish Film Institute.

Teaching Assistant in Data Mining—

IT University of Copenhagen (Denmark)

January 2021 - May 2021

- Programming labs on data mining and machine learning with Python, Tensorflow, and Keras.
- Facilitate the communication between students and teachers in a remote setting.

Graphics Test Engineer (Student Worker)—

Unity Technologies (Denmark)

January 2020 - October 2020

- QA of graphics features of the Unity Engine (Graphics Foundation Team).
- Maintenance of internal Graphics Test Projects for the Universal Rendering Pipeline (URP).

EDUCATION

MSc. in Game Technology—
IT University of Copenhagen (Denmark)

August 2019 - June 2021

- Fundamentals of game development with a focus on game programming (graphics programming, shaders, game AI, data mining, ...).
- Focus on the development of game prototypes in multi-disciplinary teams.
- Game studies, analysis and game culture.

Bachelor in Computer Engineering (110/110 with Laude)—
University of Bologna (Italy)

September 2014 - December 2017

- Foundations of Artificial Intelligence: Search, Adversarial Search, Constraint Satisfaction Problems and how to apply them to real-life and game scenarios.
- Foundations of Computer Science, OOP, Software Architecture, Networking, Operative Systems, and Concurrent Programming.