

Dario Bonfanti

dariobonfanti@outlook.com

+39 345 9925021

+44 739 3539060

LinkedIn: www.linkedin.com/in/dario-bonfanti/

Portfolio: bit.ly/db_about



PROFESSIONAL SUMMARY

Versatile and creative professional with freelancing experience in the world of game development and game/app localization. Well-versed in software technologies related to game development, with a lot of experience revolving around Unity and its services.

EDUCATION

- Secondary Education: Liceo Scientifico Tecnologico ISIS Giulio Natta, Bergamo, IT High School with studies focused on science and technology
- Cambridge English: First B2 (Jun 2015)
- Unity Certified Programmer (May 2018)
- Native language: Italian

TECHNICAL SKILLS

- 7-year Unity experience
- Good C# 7 Language knowledge
- Familiarity with .Net Standard 2.0
- High familiarity with Unity APIs and services
- Familiar with many common Unity assets: Amplify SE, Sirenix Odin, Rewired among the most popular
- Mid-level experience with CG/HLSL for shader development
- Minor experiences with C++ development for Unreal Engine 4
- Minor experience with java development for Android platforms
- Minor experience with other game engines like Godot and Game Maker Studio
- Experience with third party ads integration, including AdMob, Chartboost, RevMob and Unity Ads
- Minor experience with VR development for Google Cardboard, Oculus VR and PlayStation VR
- Minor experience in porting Unity titles to the Nintendo Switch platform
- Minor skills with Blender for 3D modelling
- Very familiar with image processing tools like Gimp and Inkscape
- High experience with the Microsoft Office Suite and Google Docs
- Experience with development support and organization platforms like Trello and Jira
- Proficient with Git

OTHER SKILLS & PERSONAL TRAITS

- Used to handle tech and devices, experience with assembling desktop PC's, and minor repairs to devices and audio equipment
- Thanks to the freelancing experience, I know how to self-manage, communicate and understand client's intentions and ideas and what to ask to avoid pitfalls ahead of time and streamline projects
- Proactive mentality, clients do notice, appreciate, and will be back for more, in a team environment it promotes cooperation

PROFESSIONAL EXPERIENCE

- Released **Dash-Dash King**, my first app on the Play Store, while completing my high school studies (2014)
- **Freelancing** privately and on Fiverr.com (2016 – now)
 - **Unity development:** hired to work on systems, projects or consulting from various individuals or companies all over the world. Most common tasks are:
 - Helping other developers with their projects, debugging, build error troubleshooting
 - Shader development “from scratch” or with the use of Amplify Shader Editor
 - Prototyping for commercial projects: full development from idea to prototype deployment (with temporary assets or working alongside an artist)
 - Full development of commercial game templates for resale
 - Development of game subsystems
 - **Game QA Testing:** Gameplay and technical testing for PC and Android games
 - **English – Italian Localization:** Localization of games, apps, store entries and websites
- **Freelancing for Eleventh Hour Games** (US, TX, Nov 2018 - now) working on Last Epoch, a commercial action RPG game, covering the role of Developer (lastepoch.com)