

SIMONE BISATO



ABOUT ME

Passionate game developer with 3 years of specialist training at the AIV Academy.

Skills in C++ and C# programming, 2D/3D development, and use of Unity and Unreal Engine.

Creative in gameplay design, problem-solving oriented, and eager to actively contribute in a dynamic development environment.

I'm looking for challenging opportunities to apply my skills and grow in the field of video game development.



SKILLS

- Programming in C++, C# and Python
- Engine experience : Unity and Unreal Engines
- Creation and management of graphic resources
- Gameplay design and implementation
- Experience in team tools : Trello, Fork, Github



EDUCATION

[Diploma] | [AIV - Accademia Italiana Videogiochi - Rome]
[2021] - [2024]



CONTACT

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