CARMELO MAMMANA

I am a Software Developer with a degree in Game Development, specializing in Unity Development and proficient in native Swift. I have a strong interest in AR/VR, AI, and emerging technologies. My career began in 2019, and I have worked with both startups and large companies. I am always eager to learn something new and tackle new challenges.

SKILLS

- Unity 3D
- C# & OOP (Object-Oriented Programming)
- VR/AR Development
- Profiling & Optimization (memory, performance, batching, LOD)
- Asset Management & Graphics Pipeline
- Version Control (Git)
- 3D Modeling

SOFT SKILLS

- Communication.
- Problem solving
- Teamwork
- Adaptability
- Attention to Detail
- Creativity
- Critical Thinking

LANGUAGES

Italian - native language
English - C1

CONTACTS

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➤ https://carmelomammana.github.io/

UNITY DEVELOPER

WORK EXPERIENCES

Software Developer Unity - Swift   2023 - 2025
Deloitte Digital, Milano

- Developed WebGL, AR/VR, Apple VisionPro and standalone software for various clients in the fashion, retail, manufacturing, and automotive industries using Unity and Swift.
- PolySpatial, Light baking, Unity Shader Graph, Animation, XR, ARFoundation, Oculus Integration, MRTK (HoloLens)
- Proficient in using Blender 3D for basic operations on 3D models, including mesh decimation, mesh editing, and other related tasks.
- Analyzed client needs and requests to achieve desired objectives.
- Created and reviewed proposal documents with a focus on timelines and technologies.
- Translated business requirements into technical specifications.
- Planned, designed, and built applications, including testing and debugging.
- Collaborated with 3D artists and managed complex 3D scenes.
- Followed the Software Development Life Cycle (SDLC).
- Implemented general behaviours and optimizations.
- Communicated with clients and team members to understand project goals.
- Worked with designers to create UI/UX designs.

Lead Software Developer Unity   2021 - 2023
Heta Lab/Retail Italia, Bologna

- Developed WebGL simulation-building applications using Unity Engine for the fashion industry.
- Led a team of 3 developers, overseeing project coordination and task management.
- Translated business requirements into technical specifications.
- Planned, designed, and built applications, including testing and debugging.
- Collaborated with 3D artists and managed complex 3D scenes.
- Followed the Software Development Life Cycle (SDLC).
- Implemented general behaviours and optimizations.
- Integrated online databases (API) for downloading models and textures.
- Focused on UI/UX design.

Software Developer Unity   March 2021 - Sept2021
UpSurgeon, Milano

- Developed mobile AR applications (iOS and Android) using Unity Engine.
- Utilized ARFoundation for augmented reality features.
- Collaborated with 3D artists and managed complex 3D scenes.
- Followed the Software Development Life Cycle (SDLC).
- Implemented In-App Purchases.
- Applied general behaviours and optimizations.
- Managed online stores for iOS and Android platforms.
- Focused on UI/UX design.

EDUCATION

Game Developer   2016-2019
Event Horizon, Firenze

Earned a Bachelor's Degree in Game Programming, with a focus on C++, C#, Unity, and collaborative work with designers and artists, while also working on personal projects.

Programmer Diploma   2009-2016
ISIS Gobetti - Volta