PERSONAL INFORMATION

Matteo Bevan

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PREFERRED JOB

Programmer

WORK EXPERIENCE

06/02/2017–Present

Game programmer

Stainless Games Ltd, Newport (United Kingdom)

During my time in Stainless I worked with both Unity3D (C#) and UE4 (C++) extensively.

I worked on the mobile game "Crashers" (published), the PC and mobile game "Shockrods" (published) and two other projects for pc and consoles.

I developed several aspects of these projects, mainly Graphics (mesh deformation, shaders), Gameplay Logic and UI Systems, secondarily Multiplayer and AI.

20/10/2013–01/09/2016

Software developer

Dedalus SNC, Genova (Italia)

I have been an Employee and then a partner in Dedalus S.N.C., a Software house in Genoa.

Here I worked as programmer, project manager, analyst / system designer and trainer on projects such as websites, management software, mobile applications, gamification and video games.

In particular, during this time I developed some simple mobile games using Unity3D. I worked mainly in PHP, HTML, CSS, JavaScript and MySQL for the web-based projects, Java for the local ones and Unity3D / C # for video games.

01/07/2014–06/02/2017

Software developer

Fulvio Corradi, Sanremo (Italia)

I developed a software for reading, representing and reporting big volumes of data read from high speed machines which wrap sheets of aluminium several kilometres long.

The software is developed using Java and SQLite.

01/07/2014–01/11/2015

Software developer

Marco Dho, Sanremo (Italia)

I developed a web software for the management of spaces inside supermarkets.

Through a WebGL interface, the software allowed viewing a preview of the shelves and interacting in many different ways (moving, rotating, scaling) and viewing statistics such as average price, etc.

The software is developed in HTML, CSS, PHP and JavaScript (WebGL).

01/08/2011–01/08/2013

Software developer

Underworld QZar, Genova (Italia)

I reverse-engineered the hardware of the Genoa Lasergame arena to develop a software to substitute the old Dos software. The software interacted with the hardware to manage the game information.

The software is developed in Java and Derby DB.

EDUCATION AND TRAINING

| 01/08/2010–20/07/2013 | **Computer Science Master's Degree (LM-18)** | EQF level 7 |

Università degli Studi, Genova (Italia)

Advanced math, Image processing, Artificial Intelligence, Machine Learning, Computer Graphics. I developed a simple mesh visualizer in WebGL implementing my own shaders.

My master thesis was the algorithm and implementation in C++ of an automatic skeletonisation software of a mesh and then the automatic extraction of the semantic components (like subdividing head, torso, arms and legs in a body).

| 01/06/2006–20/07/2010 | **Computer Science Bachelor's degree (L-31)** | EQF level 6 |

Università degli Studi, Genova (Italia)

Math skills, algorithm, calculability / complexity, programming languages (like C, C++, Java, C#, Python, Prolog, Ocaml, PHP, Javascript), HTML and SQL.

My bachelor thesis was the implementation of a re-meshing algorithm in C++ (automatic downscaling of the faces of a mesh without losing its core structure).

PERSONAL SKILLS

Mother tongue(s)   Italian

Foreign language(s)

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
B2	B2	B2	B2	B2
Cambridge First Certificate in English				

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills   In Stainless I have enjoyed working together with other programmers, artists and designers.

In Dedalus I worked in the same team for 4 years making good friends both on the job and outside. I successfully worked with foreign customers and collaborators.

Job-related skills   I have been developing videogames experimenting with different types (puzzle game, action, managerial and other pretty strange games) in my free time since 2013.

I worked as a freelancer doing brief collaborations on OpenGL projects (C++ / OpenGL).