



MARCO LONGO

[<https://marco-longo.github.io/mldevfolio>](https://marco-longo.github.io/mldevfolio)

Profile

I am a postgraduate in Computer Games Technology at Abertay University and looking for an entry-level game programming role in the Games Industry. In the summer of 2020, together with the WallJumpers team, I was selected to take part in the Tranzfuser competition organised by UK Games Talent, and I was awarded with several participation badges. Abertay University designated me as the winner of both the annual Andrew De Vries Memorial prize, which is awarded to the best student overall in each master programme, and the University prize, which is awarded to the best postgraduate student within the University's School of Design and Informatics.

I have always been a computer games enthusiast. In fact, my passion for games is the main reason why I decided to study to become a programmer. I was never satisfied with simply playing games, I wanted to learn more about how they worked and how they were made. I am eager to get into the Games Industry and continuously expand my knowledge to improve my skills, learning new techniques and workflows from other professionals. Through several years of studies, I have acquired excellent time management skills, communication skills, and commitment.

Augmented Reality is a huge interest of mine and the variety of fields in which it can be applied is something I find really fascinating. I am currently seeking a role that will allow me to explore this area and contribute to its evolution in the Games Industry.

Technical Skills

Familiar Frameworks and Software include:

- Unity
- Visual Studio
- Git
- Processing 3
- Blender
- Office Suite
- IBM SPSS Statistics
- ARCore in Unity
- DirectX 11
- OpenCL
- CUDA
- FMOD
- SFML

Excellent knowledge of the C++ and C# programming languages. Excellent understanding of OOP principles. Very familiar with the Unity Engine and its internal workflow. Excellent understanding of Git and GitHub Software for working in a team of programmers.

Relevant Experience in Game Development

Programmer

WallJumpers

January 2020 – February 2020

Together with a team of two developers and an artist, I took part in the Global Game Jam 2020. The theme was “Repair”, so we designed and built a top-down shooter Unity game in which the player had to drive a collapsing vehicle, while fighting enemies and collecting resources to repair all the broken engines.

Programmer

WallJumpers

June 2020 – September 2020

As a programmer for WallJumpers (Tranzfuser 2020), I was tasked with the implementation of the core mechanics of the game, while also contributing to completing the multidisciplinary assignments coming through from UKGTF. I was awarded with several badges for participating in the competition and in the final ProtoPlay showcase. Some of the main tasks for this project include Unity's Cinemachine handling, FMOD integration, and implementation of pre-built Scriptable Objects.

Education

Abertay University (September 2019 – September 2020)

Computer Games Technology

Master of Science (MSc) – First

Relevant Modules

Masters Project (Hybrid Markerless/Marker-Based Augmented Reality Application) – **A+**
Network Game Development – **A+**
Programming for Games – **A**
Applied Mathematics and Artificial Intelligence – **A**
Advanced Procedural Methods – **A**
Game Design and Development – **B+**
Research Methods – **A+**

University of Catania (September 2016 – July 2019)

Computer Science

Bachelor of Science (BSc) – First

Relevant Modules

Final Project (Set of Serious Games for individuals with learning disabilities) – **110/110 (Honours)**
Human Interaction and Multimedia – **30/30 (Honours)**
Databases – **30/30 (Honours)**
Computer Networks – **30/30 (Honours)**
Operating Systems – **30/30 (Honours)**
Software Engineering – **30/30 (Honours)**
Internet Security – **30/30 (Honours)**
Computer Graphics – **30/30 (Honours)**
Parallel Programming on GPU Architectures – **30/30 (Honours)**

Hobbies and Interests

I really enjoy playing games, and after studying in the week I usually play for at least one hour a day on my PC or other consoles. Experiencing new games and innovative mechanics is what pushes me forward in wanting to explore the game development field.

Programming is not the only subject I am keen on, as I have some experience in other subjects such as Maths and Physics. In 2014, I was invited by my high school Physics professor to take part in the so called “EEE (Extreme Energy Events) Project”, organised by the celebrated Italian physicist Antonino Zichichi. The project allowed me to visit Geneva's CERN and to participate in the construction of a Cosmic Rays Detector, which was then shipped to the school and is nowadays still used to gather and provide valuable data to the researchers.

References available upon request