

Vittorio Messina

Unity Developer
3D Artist/Technical Artist



I'm a curious and dynamic person who loves video games and the process of making them. Strong knowledge of Autodesk 3D studio max, photoshop, Z-Brush, my skills include organic and Hard surface modelling, sculpting, texturing, rigging and animation. Strong knowledge of Unity 5 engine and strong knowledge of c# and unity scripting, strong knowledge of Unreal Engine 4 Material editor and blueprint system. Flexible and capable of maintain high quality work standard under pressure. Professional and friendly with teammates, always ready to learn from experienced colleagues.

Contacts:

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Software:

- Unity 5
- Unreal engine 4
- Blender
- Autodesk 3D studio max
- Adobe Photoshop
- Z-brush
- Adobe After effects
- Adobe Premiere
- Agisoft Photoscan

Languages:

- C#
- UE4 Blueprint Scripting
- C/C++

Other skill:

- Playfab Unity integration
- Photon Bolt Networking
- Photon Quantum

Experience

- 2020 - present **Unity Developer - Lead Developer**
Proxy42 srl, via Maccani 54, 38121 Trento
- Development of World League Live Soccer
- 2019 - present **Teacher of Game Development**
Teacher at " Accademia di belle Arti di Palermo" fine art academy of Palermo/Sicily
- 2020 **Teacher of Game Programming 2**
Teacher of Game programming 2 at Event Horizon School
Via Sebastiano Caboto, 18/A, 10129 Torino TO
- 2017 - present **Unity Developer - Technical Artist**
Proxy42 srl, via Maccani 54, 38121 Trento
- Development of Father.io augmented reality game for iOS and android
 - UI/UIX Programming, effects and animation
 - Gameplay mechanics
- 2013 - present **Programmer - 3D Artist - Technical artist**
Wisefool studio, Italy
Wisefool studios is an indie game developer in Palermo.
- Development of "Waking the Glares - Chapter I and II" using Unreal engine 4
 - Environments modeling and texturing
 - Character modelling and texturing
 - Character rigging and animation
- 2010 - present **Programmer - 3D Artist - Technical artist**
Brave men games, Italy
Brave men games is an indie game developer in Palermo.
- Development of several titles using xna framework
 - Character modelling and texturing
 - Character rigging and animation
 - Environments modeling and texturing
- 2010 **Technical Artist - 3D Artist**
Becrush, Italy
Becrush Was a mobile game developer in Palermo.
- Character modelling and texturing
 - Character rigging and animation
 - Environments modeling and texturing
- 2008 - 2010 **Technical Artist - 3D Artist**
Monkeyware studios, Italy
Monkeyware studios was an indie game developer in Palermo.
- Character modelling and texturing
 - Character rigging and animation
 - Environments modeling, texturing and rendering
- 2007 - 2009 **Technical Artist - 3D Artist**
7th sense, Italy
7th sense studios was a game developer in Palermo.
- Character modelling and texturing
 - Character rigging and animation
 - Environments modeling, texturing and rendering
- 2000 - 2005 **Education**
Liceo Tecnico Vittorio Emanuele III, Palermo - Italy
High School Diploma, Computer Specialization