

Address

Milano,
Lombardia

Salvatore Liotta

Programmer

Phone & Mail

+339 5894473
[liotta.sr@](mailto:liotta.sr@dhavamba.com)

Portfolio & Games

dhavamba.com
[laika 2.0](#)
[Supercross 3](#)
[Ride 4](#)

App Skill

Unity ★★★★★
Unreal ★★★★★
Git ★★★★★
Excel ★★★★★
Photoshop ★★★★★
Illustrator ★★★★★

Programmer Skills

C# ★★★★★
C ★★★★★
C++ ★★★★★
Java ★★★★★
JavaScript ★★★★★
Python ★★★★★
HTML ★★★★★

Team Skills

TeamPlayer ★★★★★
Curiosity ★★★★★
Pr.Solving ★★★★★
Manage ★★★★★
Initiative ★★★★★
Organize ★★★★★

Languages

Italian ★★★★★
English ★★★★★

Experience

- 2022- **Game developer freelance** [Febogamedeveloper](#)
Freelancer and independent video game developer
- 2022- **Teacher** [ITSOS - istituto Albe Steiner -](#)
Tenured professor of communication technologies
- 2020 **Junor Unreal Programmer** [Milestone](#)
User Interface programmer in Unreal Engine (1 year).
- 2019 **Back-end programmer** [Replay](#)
Coding in MySQL, rest services and Tibco for banking programs (6 months).
- 2017 **Programmer & founder** [Studio Albatros](#)
Designed, directed and coded Laika 2.0, a 2D action-adventure game developed in Unity3D. (1 year).
- 2016 **Programmer** [HeartBit Interactive](#)
Prototyping of a 2d fighting game genre in Unity. (3 months).
- 2012 **Stage: programmer** [E-Ludo](#)
Internship for the degree in computer science. Coded a 2D Game in Action-Script for e-ludo videogame (4 months).

Education

- 2014 - 2018 **Informatica magistrale statale di Milano** [109/110](#)
I pursued graduation with an experimental dissertation about AI for video-games: how to use players emotional response in interactive narrative experiences.
- 2008 - 2012 **Informatica triennale città degli studi Catania**
I pursued graduation with a dissertation about pathfinding technologies in video-games.
- 2003 - 2008 **Liceo Scintifico-Linguistico "Leonardo" di Giarre**

Honors & Awards

3/2018

Finalist "Best Italian game at debut"
laika 2.0

[Drago d'oro 2018](#)

1/2016

Best Artistic Game
Da che pulpito

[Global Gam Jam Milan 2016](#)

General Informations

I like videogame both as a player and as a developer. Because of that, I still participate in Ludum Dares, Hackathons and Game Jams. I like most coding tasks that are related to games, but I am especially interested in Artificial Intelligence, a topic I studied in various university projects about machine learning. On a personal level, I like to collaborate with people of diverse backgrounds, trying to mediate through the components of my team to assure a common goal.

Extra

Categoria protetta: 50% art. 2 e 12 L.118/71 e art 9 DL 509/88.