Musarra Santi

Computer Science student at the University of Pisa

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ABOUT ME

I'm a Computer Science student with passion for video games and game development. I'm a steady learner aiming to grow in the game development industry. I'm a knowledge seeker and I like to explore new ideas and things. I have attention to details and a strong attitude to self-management. I have acquired great experience from the games that I've made and I'm ready for more!

TECHNICAL SKILLS

Languages
C#, Java, C, OCaml, HTML, CSS, JavaScript

Tools
Unity, Android Studio, VS Code, Blender, Photoshop, Illustrator, Asprite, Audacity, REAPER, GitHub

SOFT SKILLS

Teamwork, Problem solving, Self-management, Self-learner, Easy to adapt, Communication, Brain storming, Quality driven, Detail Oriented

LANGUAGES

Italian mother tongue
English B1.2

EXPERIENCE

- **Bus Picker** – *Android & IOS Game*
  - Currently in develop with Unity and C#
  - Randomly generated map
  - Designed the whole game from scratch
  - Puzzle Game

- **Shape Switcher** – *Android Game*
  - Developed with Unity and C#
  - Designed the whole game from scratch, from gameplay to sounds
  - Integrated the Google Play Services
  - Optimized to support both low-end and high-end mobile devices
  - Published on the Google Play Store
  - HyperCasual Game

- **Run to Coal!** – *Game Jam*
  - Developed with Unity and C#
  - Game made for the Ludum Dare 39 with theme "*Running out of Power*"
  - Arcade game setting on a train
  - Designed the whole game from scratch and published in 72hrs

- **CUTT!** – *Android Game*
  - Developed with Unity and C#
  - Unpublished personal project CUTT! is a look-alike of fruit ninja in a different setting.
  - Used Object Pooling technique
  - Designed from Scratch

EDUCATION

- **University of Pisa**, Pisa – *Bachelor*
  September 2018 – Current
  - Bachelors in Computer Science
- **Corso Di Perfezionamento in Game Design**, Pisa
  April 2021 – June 2021
  - Key points of the course:
  Game Design, Game Engines, Mobile Gaming, AI, Music & Sound Design, Game Physics, Narrative, Business Element
- **ITIS Euclide,** Caltagirone – *High School Diploma*
  September 2012 – July 2017
  - School-leaving qualification in Information and Communication Technology (ICT)
  - Completed with a grade of 81/100