Oreste Leone

Software and Game Developer

✉ orleone.dev@gmail.com 📞 +39 3890060229 🔗 https://orleonedev.github.io ⚓ Naples, Italy

RELEVANT EXPERIENCE

FRONT-END ENGINEER, System Management s.p.a — Sep 2023 - Present

• Collaborated effectively as mobile Front-End Engineer, with both native and cross platform frameworks, within cross-functional teams following Agile or Waterfall methodologies to deliver solutions for our clients;
• Enhanced an iOS app for a client, elevating its performance through feature development and refactoring;
• Provided support in developing new features and change request for Flutter apps;
• Led the development of a new iOS to manage real time events for a client, improving the experience for staff members;

UNITY DEVELOPER, Freelancer — Nov 2022 - Present

• Collaborated with clients to design and develop game requirements, leveraging Unity Engine and C# to create engaging gameplay experiences on Android and iOS, integrating their platform-specific features and frameworks;
• Conducted alpha and beta testing phases, gathering feedback and iterating on game design;
• Communicated effectively with clients, providing regular updates on project progress and deadlines while writing detailed documentations.
• Developed Unity specific systems through Scriptable Objects to facilitate collaboration with non-technical colleagues for both data and narrative assets.

GAME DESIGNER, Lapse Games — Oct 2017 - Present

• Conceptualized a highly successful mobile game trilogy, achieving over 15 million downloads worldwide;
• Collaborated with the team and external freelancers to ensure an engaging and intuitive user experience in 32 languages;
• Designed game features and mechanics, such as in-app purchase and achievements, increasing user engagement and driving revenue and profitability;
• Successfully ported existing Android games to Unity engine, ensuring seamless transition and maintaining game functionality and performance across platforms;
• Developed and executed comprehensive marketing strategies for game releases, significantly increasing downloads and user acquisition on the app store;

EDUCATION

PIER PROGRAM, Apple Developer Academy @UNINA — Jul 2022 - Jun 2023

The Pier Program is the second year experience at the Apple Developer Academy @UNINA that simulates a real-world working environment, allowing a small selection of candidates to work for international stakeholders. In this program I worked as an App developer for the "mark" project, a SwiftUI based macOS app created around Challenge Based Learning to enhance the learning journey inside all the developer academies.

Apple Developer Academy @UNINA — Sep 2021 - Jun 2022

A Challenge Based Learning educational experience about Software Development, Entrepreneurship, App Design, and Game Creation. During this experience, I took part in the development of gamified apps and games that are available on the App Store using Apple native frameworks.

Computer Science Bachelor, University of Naples Federico II

Relevant Coursework: Software engineering, Human-Computer Interaction, Data Structures and Algorithms, Multimedia Information Systems, DBMS, Web Technologies, Operating Systems, Introduction to Theoretical Computer Science, Computer Networks, Algebra and Physics.

SKILLS

Languages: Swift, C#, C, C++, Python, Javascript, Dart.

Relevant Frameworks and Tools: SwiftUI, UIKit, Core Data, Alamofire, REST API, SpriteKit, SceneKit, ARKit, RealityKit, Xcode, Unity Engine, .NET, AR Foundation, XR Interaction toolkit, Unreal Engine, Visual Studio, Firebase, Postman, Proxyman, Git, AWS, Azure, Flutter.

Methodologies and other skills: Mobile Development, Game Development, XR Development, Software architecture, SOLID principles, CI/CD, Agile and Scrum methodologies, Presentation and public speaking, Learning Aptitude, Problem Solving, Teamwork.

LANGUAGES

Italian (Native) - English (Cambridge B2 Certificate)