

Tommaso Romanò

date and place: 03 October 2000 - Milan, Italy

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1 Positions

1.1 Current Position

- *06/2018 – present:* **Developer and designer**
as freelancer
 - Founded independent studio creating original titles and providing support to external partners.
 - Solo designer and developer of **Relow** (www.relowgame.com).
 - Ranked 6 of 52 311 titles on IndieDB (as of 23/09/2019).
 - Selected in the Top 20 Italian Indie Games at Milan Games Week (more info 3.2).
 - Several reviews and articles (more info 3.1)
 - Game developer using Unity and C#: programmed the weapon system, projectile system, damage system, cosmetics system, progress system and gameplay.
 - Network for multiplayer system using PhotonEngine (PUN).
 - From initial prototypes of procedural environment generation to a deeper understanding and a real implementation in-game with the networking system.
 - Game designer and UI/UX designer.
 - Web design and web development of both personal and game web-page.
 - Community management through socials (Discord, Twitter, Instagram etc).

1.2 Past Positions

- *09/2014 – 04/2017:* **Developer and designer**
as freelancer with the name of “exagongames”
 - Founded independent studio (“exagongames”) creating original titles.
 - (Selected work) designer and developer of **Polywar** (30/12/2016 out on Steam, published by New Reality Games. Environments by Stefano Scolari.
 - Steamspy.com estimate 200k to 500k owners.
 - Steam userscore 8/10: Mostly Positive (325 reviews).
 - Worked as game developer and designer using Unity (C#), networked multiplayer with PhotonEngine (PUN), UI/UX designer, web design and development, community management.
 - Other mini-games for mobile and PC including So Many Cubes.

1.3 Work Experience as ASL

- *02/2018-05/2018: Designer*
at Junior Achievemmet Italia & InVento Innovation Lab.
 - Green Jobs is a program of entrepreneurial education in the environmental field, which integrates the methodology of the mini-company JA with training meetings aimed at "green" entrepreneurship by InVento Innovation Lab.
 - game design of a board game
 - concept design of the packaging and billboard
 - web design & development
- *09/2017: Web Designer*
at Twico
 - co-worked on "Citterio" website
 - concept design to rebrand "Twico" wesite
 - SEO of several websites
- *09/2016 – 06/2018: Web Developer*
at NoidelVV (L.S.S. Vittorio Veneto)
 - co-worked on "NoidelVV" website
 - management of "NoidelVV" platform

2 Education

2.1 University

- *10/2019 – present: Computer Science* (It.: Informatica)
at Università degli Studi di Milano
 - Computer programming (GO Language) (Prof. Alberto Ceselli, Prof. Lorenzo Capra).
 - Computer architecture I (Prof. Marco Tarini, Dott. Matteo Re).
 - Calculus (Prof. Massimo Tarallo, Prof. Anna Gori).

2.2 Talks, Seminars and Courses

- *27/10/2019: "Unreal Engine Mixer"*
at NH Milano Fiera
 - Unreal Engine efforts to help developers succeed.
 - Unreal Engine Ray Tracing.
 - Unreal Engine Physics and Destruction (Chaos).
 - Real-Time In-Camera VFX for Next-Gen Filmmaking (Project Spotlight).Speakers: Sjoerd De Jong and Mario Palmero Pavon.

- **27/10/2019: “Media Molecule close talk”**
at Milan Games Week
 - Community management.
 - Communication management.
 Speakers: Abigail Heppe and Tom Dent.
- **02/2019: “Introduction to Arduino”**
at L.S.S. Vittorio Veneto
 - 8 lessons for a total of 16 hours.
 Speaker: Laura Li.
- **04/2018: “Pitch and Publishers”**
at Copernico Milano
 - Differences between publishers
 - The perfect pitch doesn’t exist
 Speaker: Lorenzo Grimaldi
- **10-12/2016: “Javascript per Creatori di Mondi”**
at I.I.S. Severi-Correnti
 - 8 lessons for a total of 16 hours.
 - Introduction and deepening of HTML, CSS, JavaScript and Python.
 - Creation of a small browser game.
 Speakers: Prof. Francesco Bruschi and Prof. Vincenzo Rana.

2.3 Certifications

- **05/06/2018: “ECDL”**
at L.S.S. Vittorio Veneto
 - Computer Essentials, Word Processing, Online Essentials, Spreadsheets and Presentation
- **12/05/2018: “FCE (Cambridge English: First)”**
at British Council, Milano

3 Recognitions

3.1 Articles and Interviews (Selected)

- **27/10/2019: “La storia di Tommaso Romanò”**
by Luigi Marrone for Ludenz
- **14/10/2019: “Quando il talento cammina solitario”**
by Roberto Di Marino for 4GameHZ.com

- *03/10/2019: “One Man Show”*
by Raffaele Cinquegrana for Console Generation
- *30/09/2019: “Relow Provato dalla Milan Games Week”*
by Lorenzo Damiano for GamesVillage.it
- *04/07/2018: “La parola al nuovo millenio”*
by Elisabetta Solito for Twico.it
- *31/12/2016: “Polywar è disponibile su steam”*
by Enrico Ippoliti for Vigamus Magazine

3.2 Awards

- *27/09/2019: “Selected Milan Games Week 2019”*
- Relow (videogame) has been selected for Milan Games Week Indie game showcase

4 Extra

4.1 Hackathon

- *25-27/2019: “Global Game Jam 2019”*
at Politecnico di Milano
- GGJ is the world’s largest game jam event focused on game development.
- worked as a developer in a small team.

4.2 Hobbies

- *09/2017 – present: Athlete*
at Atletica Riccardi Milano 1946
- discipline: hurdles.
- Personal Bests: 8.63 (60hs), 16.20 (110hs), 11.34 (100m).
- participated at Italian Outdoor Championship 2019 at Rieti (19th in Italy).
- participated at Italian Indoor Championship 2019 at Ancona (17th in Italy).
- *09/2007 – 06/2018: Drummer*
at Yamaha of Alex Battini de Barreiro
- successfully succeed grades 10, 9, 8 and 7.
- member of the school band (VVBand)
- several live performances