



ROBERTO MENNA

Game Programmer

Full Stack Developer

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Modena, Italy

Available remotely or on-site

EDUCATION

Higher Technical Diploma in Video Game Production — Game Programmer

ITS Academy Olivetti, Bologna

Nov 2024 – Sep 2026

110/110

High School Diploma in Electronics and Electrical Engineering

I.T.I.S. E. Fermi, Modena

2013 – 2019

SKILLS

Game Dev

Unity

C#

Unreal

C++

Game Design

Mobile Development

Full Stack

React

Node.js

React Native

JavaScript

SQL/MySQL

Tailwind

NGINX

LANGUAGES

Italian

Native

English

C1

Full Stack Developer with a diploma in Game Programming from ITS Olivetti, Bologna, and a solid background in web development. I like taking a gameplay idea and turning it into code that actually runs. Looking for a creative team where I can build solid gameplay systems.

EXPERIENCE

Game Programmer (Internship)

Jun–Sep 2025 & Jun–Aug 2026

Melazeta Srl • Modena, on-site

- Developed gameplay systems in Unity (C#) for *City of Tales*, a mobile narrative game built around exploration, dialogue, and player choices.
- Debugged and optimized performance on Android and iOS; configured and generated builds for internal testing.
- Collaborated with the art and game design teams on interaction systems and card-based mechanics.

Full Stack Developer

Oct 2023 – Aug 2024

Red Stones • Modena

- End-to-end development of native apps and web portals, from planning to release.
- Managed servers and databases in production.

IT Network Technician

Nov 2021 – Nov 2022

Eternedile S.p.A. • Modena

- First job: 6 months as an intern followed by 6 months on a fixed-term contract.
- Developed internal-use applications and provided IT support for networks and workstations.