

ROBERTO MENNA

Game Programmer

Full Stack Developer

+39 320 791 6653

roberto.menna.mo@gmail.com

www.linkedin.com/in/roberto-menna

robertomenna.com

sbobbolo.itch.io

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 · 800-hour internship

Two-year, hands-on course in video game development: Unity and Unreal Engine 5, plus the basics of Game Design, Producing and Narrative Design. Direct contact with leading companies in the industry.

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`

Passionate about computers and video games since childhood. After graduating I worked as a Full Stack Developer for companies, then changed course with the Game Programming program at ITS Olivetti, to give shape to my dream. I want to make games that **tell stories**, **inspire** and **entertain**.

EXPERIENCE

Game Programmer

Jun–Sep 2025
Jun–Aug 2026

Melazeta Srl · Modena, on-site · Internship

- 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

- Developed internal-use applications and provided IT support for networks and workstations.

LANGUAGES

Italian Native

English C1