



D. ANDREA MONTEREALE

GAME/XR DEVELOPER INTERN

EDUCATION

- **University of Milano** 09/2021 - 02/2025
Master's Degree in Computer Science - 110/110 cum laude
 - Thesis in Application of **Mixed Reality** in Patients with **Parkinson's** Disease, developed in collaboration with **Polyclinic of Milan**. The work included an evaluation on a sample of 18 participants and will be presented at LIMPE '25 and SEGAH '25 **conferences**.
 - Team and individual development of **videogames** and interactive applications (2D, 3D, **VR, AR, MR**) in **Unity**. Be-Headed was rated among the **best projects** in the Videogame Design and Programming course.
 - Relevant courses: Online Game Design, VR, AI for Videogames, Mobile Development, Real-Time Graphics Programming and GPU Computing.
- **My English School** 04/2024 - 01/2025
English Course - B2
Conversation-based English course with native speakers and fellow students, focusing on social, current affairs and business issues, also via roleplay.
- **University of Milano-Bicocca** 09/2017 - 02/2021
Bachelor's Degree in Computer Science
Education in software development and computer science fundamentals. Among the most relevant courses: C++ Programming, Computer Graphics, Mobile Development.
- **EC English Malta** 09/2017
Study Holiday
English course funded by "Progetto Salute" scholarship awarded by AVIS for achievements related to blood donation.

WORK EXPERIENCES

- **Bed & Breakfast** 06/2015 - 09/2024
Hospitality & Administration
Support reception activities (direct contact with national and international customers, care of user experience) and administrative management.

VOLUNTEERING

- **Italian Red Cross** 12/2019 - Current
Volunteer
 - Social activities, particularly support for the homeless.
 - Civil defense and logistics activities, in which collaboration and coordination among teams is necessary.

ABOUT ME

I obtained a **Master's degree** in Computer Science, with a focus on **Game and XR Development**. Through academic projects developed individually and in teams, I have gained the ability to manage product release deadlines and processes. I am looking for an internship opportunity that will allow me to start a career as a Game/XR Developer.

CONTACTS

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- 📁 [Portfolio](#)

SKILLS

- Unity
- XR (VR, AR, MR)
- Gameplay Programming
- C#, C++, Java, Python, OpenGL, CUDA
- Android Studio
- Version control (Git)

LANGUAGES

- Inglese (B2)

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- **3place Association**

2019 - 2023

Volunteer

Environmental awareness activities (clean-up), carried out in groups to promote collaboration and positive impact on the local area.

- **Ulisse Association**

2016 - 2018

Volunteer

- Comics & Games Convention (1st year **managing TTRPG area**, 2nd year **managing Gaming area**).
- Gaming and cultural activities.

HOBBY

- Videogames and D&D: I am fascinated by the way narrative and gameplay intersect to create unique experiences.
- Manga, graphic novels, movies and TV series.
- Podcasts: of various types between history, current events and entertainment
- Martial arts and hiking: they allow me to challenge myself and focus on the goal but at the same time having fun along the way.

NOT MY CUP OF TEA

- Lack of respect
- Not listening to my colleagues' suggestions
- Working superficially