ANTHONY SINATRA
GAME DESIGNER

Anthony Sinatra

Norico Street, 7
Milan (MI), 20138, Italy
+39 3281473608

anthonysinatra@mail.com

ABOUT ME

Born in Milan on 7 July 1989, I am 29 years old and I work in the IT field as a Technical Analyst. Beside my career, my hobbies include listening to music, drawing and, most importantly, videogames: the last one is more than just a hobby since most of my free time is dedicated to developing personal projects. I consider myself a very motivated person and I am always curious to learn and experience new things.

SKILLS

LANGUAGES

ITALIAN	Native
ENGLISH	Good

TOEIC Certification - 895/990

SOFTWARE

OFFICE
JAVA
UNITY
GIT
ADOBE CS

PERSONAL

COMUNICATION
ORGANIZATION
INIZIATIVE
CREATIVITY
FLEXIBILITY

Driving licence: B; car available

PROFESSIONAL BACKGROUND

(April 2016 - Now)

TECHNICAL ANALYST IT
SIA S.P.A
Development and maintenance of internal softwares and applications, business infrastructures management and provision of web services. Participation in the realization of projects of medium / large complexity and composition and revision of functional and technical analysis.

PERSONAL WORKS

For a more complete view, visit: www.thundportfoliocom

(October 2018)

BALLIP! ~ PUMPKINS GALORE - Puzzle
For a contest organized by the Rpg2s.net community, I dedicated myself To the creation of an arcade-puzzle game. Made with RPG Maker MV in a single month, the game revisits the Pac-man mechanics. It's an HTML5 game and available on itch.io.

(August 2017)

CACTUS QUEST - J-RPG turn-based
My biggest work, a role-playing game entirely programmed by me (with the aid of graphics and sound external resources) using RPG Maker VX Ace. During the development I improved a lot my skills in mapping, storytelling, creating events and balancing game difficulty.

(February 2015)

JAVARNANDA'S JOURNEY - Arcade
A minigame created in collaboration with a musician/composer to promote its latest album. It consists in tackling linear paths by riding a motorcycle and dodging obstacles.

EDUCATION

(December 2015)

SAFETY AND PREVENTION ENGINEERING IN THE PROCESS INDUSTRY
MASTER'S DEGREE - POLITECNICO DI MILANO
Learning of technical, organizational and relational skills in order to identify hazards, quantify and minimize risks, and prepare the necessary preventive and protective measures. **Score 100/110.**

(July 2013)

CHEMICAL ENGINEERING
BACHELOR'S DEGREE – POLITECNICO DI MILANO
Learning methods and techniques for the industrial process management, including definition and analysis of their products components. **Score 85/110.**