

Thomas Maniero

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Objective:

A challenging and rewarding position as a Game Programmer where I could improve my skills, knowledge and experience on console development, mobile gaming experience and gameplay innovation.

Technical Skills:

- Experienced in procedural and object oriented programming.
- Experienced in low and high level console programming, especially the Nintendo DS/DSi console.
- Experienced in sound programming especially on mobile platforms such as iPhone, Symbian, Windows Mobile, Bada and Android.
- Excellent knowledge of many programming languages such as C, C++, Java, C#, Pascal and x86 and ARM assembly.
- Excellent knowledge of rendering implementation using direct framebuffer access or high level libraries such as OpenGL, OpenGL-ES and Direct3D.
- Excellent knowledge of many IDE such as Visual Studio, Codewarrior, XCode, Eclipse on many OS such as Windows, Mac OS X and GNU/Linux.
- Good knowledge of frameworks like Microsoft .NET, Nokia QT, WxWidgets.
- Good knowledge of database software such as MySQL, MS SQL Server, MS Access and the SQL language.

Professional Experience:

Senior Engine and Game Programmer

Xplored

Rapallo, Italy

2013, present

- Work on the in-house cross-platform graphics engine, rewrote the flash port using the latest flascc compiler, flash audio code enhancement, finalized the port to flash of various mobile games.

Lead Programmer and Engine Programmer

Frame Studios Interactive

Belluno, Italy

2011, 2012

- Responsible for the development of the port of the XBox version of Gem Smashers 3D (developed with the Trinigy Engine) to the WII console, implementation of the LotCheck requirements, uploading of the resources from DVD, improvement of the rendering performance, general bug fixes and quality check.

- Planning and developing of Gem Smashers 3D for Nintendo 3DS, this was a complete new version optimized for the stereoscopic dual screen of the console. Responsible for design and coding of the Graphics Engine and Framework based on Nintendoware Middleware, implementation of LotCheck requirements, implementation of the Game Engine, Wi-Fi connectivity and multiplayer implementation.
- Planning and developing of Gem Smashers 3D for Mobile (iOS and Android devices), this was a partial port of the 3DS version. Responsible for design and coding of the Graphics Engine based on OpenGL ES 2.0, implementation of a multiplatform Application Framework compatible with Windows, Qt (used as the base for the Tools developed for the 3D Engine), iOS and Android. The game uses my Hekkus Sound System for sounds and music playback.
- Development of an optimized version of the Gem Smashers 3D Mobile's engine for Risk City, a Windows game for the Museo del Risparmio in Torino - Italy. Work on an optimized OpenGL 2.1 renderer and shader optimizations. The game uses my Hekkus Sound System for sounds and music playback.

Contractual Works

Indie mobile developers

2010, 2011

- Work on customised version of my Hekkus Sound System library for Indie developers around the world, porting it on new platforms like Samsung Bada OS and Android or optimizing it for iOS platform.

Game Programmer and Engine Programmer

Frame Studios Interactive

Belluno, Italy

2005, 2010

- Work on seven Nintendo DS/DSi shipped titles: Princess Natasha, M&M's: Break'Em, The Aly & AJ Adventure, Shining Stars: Super Starcade, Smiley World Island Challenge, Amici DS, JIGAPIX DS and DSi.
- Responsible for design, planning and coding of the in-house Graphics Engine used in all the mentioned Nintendo DS/DSi titles.
- Responsible for planning and implementation of the LotCheck requirements for the mentioned Nintendo DS/DSi titles.
- Responsible for the Wi-Fi connectivity and in-game implementation for all the mentioned Nintendo DS/DSi titles.
- Development of various gameplay aspect: minigames in The Aly & AJ Adventure, Shining Stars: Super Starcade, Smiley World Island Challenge, Amici DS; the whole game of M&M's Break'Em; the puzzle engine and gameplay in JIGAPIX.

Game Designer and Game Programmer

Quick Solution SRL

Padova, Italy

2002, 2003

- Design and implementation of a shareware Pocket-PC game, Rainy Colors.
- Development of a 2D Graphics Engine with cross platform capabilities (Windows PC/Pocket-PC) to speed up coding and debugging process.
- Work on a Sound System for Windows PC and Pocket-PC, which is still being developed and released to the public as the Hekkus Sound System.

Database and User Interface Programmer

IBC SRL

Padova, Italy

2000, 2001

- Implementation of custom input interfaces for in-house supermarket management software.
- Responsible for customer support: database maintaining and operating system administration.

Education:

ITIS, Computer Science Institute

F. Severi, Padova Italy

1999

Linguistic Skills:

Mother Tongue: **Italian**

Other languages: **English**

- Reading skills: Good
- Writing skills: Good
- Oral skills: Good