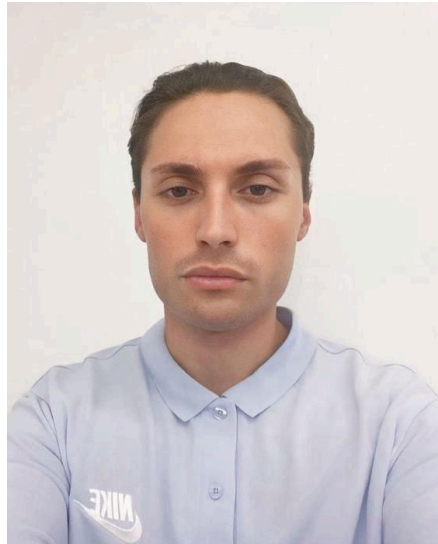


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## Nicolas Mollo

- Engine Programmer •
- XR Developer •
- Software Developer •

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## SKILLS

### Programming languages:

C# (9/10)
C (7/10)
C++ (5/10)
Python (7/10)
HLSL (5/10)
HTML/CSS (6.5/10)
Blueprint (Unreal) (5/10)
Node/Flow Canvas (Unity) (6/10)

### Engines:

Unity (8/10)
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- | ████████ | Unreal (5/10) |
- | ██████ | Godot (6/10) |
- | ██████ | Love2D (4/10) |

## Others:

- | ████████ | Git (8/10) |
- | ████ | Wordpress (2/10) |
- | ██████ | Aseprite (pixel art) (5/10) |

## Languages:

- | ██████████ | Italian (10/10) |
- | ████████ | English (7/10) |
- | ██████ | Spanish (3/10) |

# EXPERIENCE

## - **Strutturaleggera, Milano** – *Software developer*

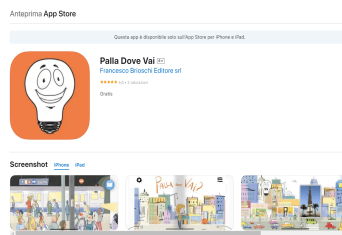
May 2022 – July 2024

During my time at "Strutturaleggera" I was involved in software development with Unity, primarily working on VR applications.

## Projects:

### Palla dove vai:

During this period, I contributed to several projects, including some that were published on various stores, such as 'Palla Dove Vai' (Valentina Edizioni, Digital book for children), for which I was responsible for the development of most of the minigames, the world introductions, settings, customizer, data saving system, and more.



### Tennis League VR:

I worked on a small part of the implementation of a plugin for 'Tennis League VR' that allowed players to film themselves within the VR world

[Tennis League VR | Launch Trailer](#)

### **\_ANTaging:**

In addition to the projects mentioned above, I have also worked on a VR project for Alzheimer's patients (ANTaging), which consists in the recovery and subsequent positioning of objects.

I took care of both the implementation of some features in the PC version and the entire standalone version (for Meta Quest 2).

[ANTaging | explanation](#)

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## **- OASI SRL SB, Milano – Engine Programmer**

January 2025 - Currently

At OASI SRL SB I deal with the development of software related to the world of fashion, 3D configurators and WebGL applications.

I work mainly in Unity and sometimes in Unreal Engine.

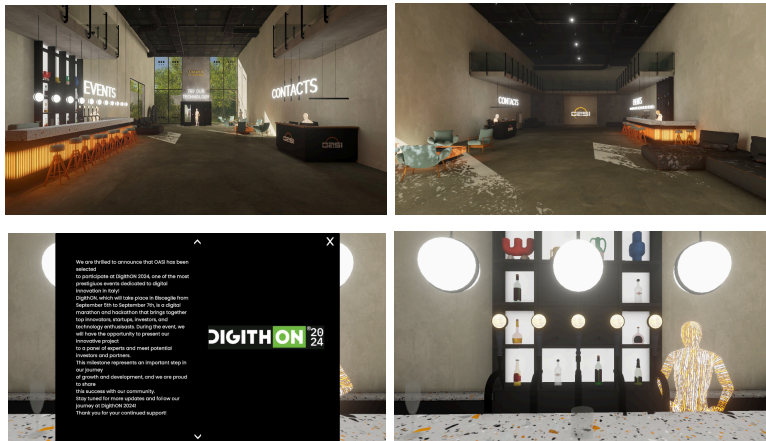
## **Projects:**

### **\_Web Experience:**

Web Experience is a WebGL application designed to run within a website.

Web Experience is the representation of a website in the form of an interactive 3D experience, within which it is possible to find all the areas that can be found within the reference site.

The application is developed in Unity and I took care of the entire project, including the parts related to the optimization of the assets and lighting.



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## EDUCATION

**AIV (Accademia Italiana Videogiochi), Milano** – *Certificate*

October 2020 – July 2023, Milan

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## HOW TO REACH ME

[Web site](#)

[GitHub](#)

[LinkedIn](#)