

Federica Bucchieri

 FedericaBucchieri

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Experience

Gameplay Programmer

September 2022 — Now, Milan (IT)

3DClouds srl

- Unreal Engine programming in C++ (UE4/UE5)
- Gameplay programming:
 - skills and weapons system
 - aiming system
 - game modes and level design tools
 - interactable objects
 - simple AI systems and navigation systems
- Bug Fixing and Debugging.
- Tech Animation and system integration.

Research Intern: *Situated Visualization in Motion for Videogames*

March 2022 — August 2022, Paris (FR)

Inria Saclay Île-de-France

- Study about the impact of motion factors on the readability of visualizations in motion and their data referents' aesthetic.
- Systematic review, a specific analysis of different types of data representation and a pilot study.
- Video game design and implementation with Unity in C# (FPS game).

Web Development and Support

June 2021 — June 2022, Milano (IT - Remote)

Politecnico di Milano, DEIB Departement

- Creation and debug of websites using WordPress, CSS, HTML and Javascript
- Analysing coding requirements for websites
- Collaboration with stakeholders and designers..

Education

EIT Digital Human-Computer Interaction double degree

September 2020 - September 2022, Master's degree cum laude

Politecnico di Milano, Université Paris-Saclay

Computer Science Engineering

September 2017 - September 2020, Bachelor's degree

Politecnico di Milano

Publications

- Federica Bucchieri, Lijie Yao, Petra Isenberg. *Situated Visualization in Motion for Video Games*. Posters of the European Conference on Visualization (EuroVis), Jun 2022, Rome, Italy.
- Federica Bucchieri, Lijie Yao, Petra Isenberg. *Visualization in Motion in Video Games for Different Types of Data*. Journée Visu 2022, Jun 2022, Bordeaux, France.

Programming Languages & Framework

C++, C#, Python, HTML, Javascript, CSS, Java, SQL, Vue.js

Development Tools

Unreal Engine 4 and 5, Unity, Visual Studio, PyCharm, GitHub, Perforce, Figma, Adobe Photoshop, WordPress, Microsoft Office Pack, Rhinoceros 3D

Design Skills

Data Visualization
Interaction Design
UX Design
Prototyping with Figma
User research
Story Interview
Web Design

Shipped Games

Paw Patrol Grand Prix, 3DClouds, 2022, Gameplay programmer

Languages

Italian — Native
English — C1
French — A1