

# Sula Chiovenda

Unity Developer



Meolo, Venezia



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## Bio

I'm passionate about technology as a mean to send meaningful messages and improve lives. I love experimenting and finding new challenges. I hope to be able to make the future better.

## Education

Master in virtual reality

*BigRock*

Roncade | 2020-2021

Intensive course on virtual reality and video game pipeline.

Bachelor degree in design e communication

*ISIA Faenza*

Faenza | 2014-2018

Erasmus

Design and fashion

*Savonia*

Kuopio (Finland) | 2016

High schools diploma in art and goldsmithing.

*Istituto d'Arte ISAFO*

Forlì | 2009-2014

## Other interests

I express myself through creative hobbies like photography, art and DIY. I enjoy gaming and joining gamejams with friends.

## Skills and tools

**Programming languages:** C#.

**Version control:** Git ,Github.

**Softwares:** Unity, Maya, Substance Painter, Substance Designer, Photoshop, Illustator, Trello, Miro.

**Languages:** Italian native speaker and fluent in english.

## Experience

### Unity Developer

BigRock, Roncade

01/2023 - present

**Developed immersive VR experiences**, focusing on assets integration, optimization, shader and VFX implementation, and Oculus interactions, more precisely:

- **Optimized performance** to ensure smooth and enjoyable VR experiences.
- **Leveraged Oculus interactions** to create intuitive and immersive user experiences.
- **Collaborated** daily with **cross-functional teams** to design and deliver high-quality VR experiences.
- Demonstrated **strong leadership** and communication skills while **overseeing the development team**.
- **Managed feedback**, conducted **stakeholder meetings**, and contributed to product design.

### Unity Developer

H-Farm, Roncade

06/2021 - 12/2022

Developed and published a multiplayer vr experience containing 150+ custom lessons and games for teachers and students

- **Designed** and **implemented** custom **Unity tools** to support content production and improve efficiency, like UI creation and file management utilities.
- **Developed** desktop and standalone **VR applications** for Oculus Quest.
- Implemented new features, fixed bugs, and optimized performance.
- **Managed feedback**, conducted **stakeholder meetings**, and contributed to product design.
- Demonstrated effective project management by task allocation and successful project completion.

### Jewellery designer and 3D artist

Fiabe Gioielli s.r.l, Forlì

03/2018 - 05/2019

### Retail worker

Piazza italia/Rimini comix, Forlì

2013 - 2014

## Published personal projects

### Metapoetry

*Altargo Digital LAB*

Technical consulting for vr experience.

### Untold saga

*Thesis BigRock*

Animation and gameplay development.

### TimePura Ebi

*Bullet Hell Jam*

Asset implementation and gameplay development.

### Friends not found

*GameDev.tv Game Jam 2021*

Game design, team management, asset implementation and gameplay development.