

Joe Fazzino

Software Engineer

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A professional game developer with one year of experience in the games industry and three years in the tech industry. I currently work at Unity where I get to enable developers using the engine to create better games by being an expert in the engine. Opportunities to grow and develop are super important to me and I'm always looking for exciting projects to apply myself to.

EXPERIENCE

Unity - Software Development Consultant

09/21 to Present

- Credited on a port to Xbox Series X|S and PS5 consoles of Syberia: The World Before.
- Responsible for adapting existing game logic to comply with TRCs and XRs for Sony and Microsoft.
- One of two team members working on HDRP optimisations to enable the game to run on Series S aiming to target an average frame rate above 40 in heavy scenes and 60 elsewhere. Upskilled to learn PIX and Razer to be able to make decisions around optimisation and would frequently give feedback to internal teams in Unity to get bugs fixed in the engine and HDRP.

During my time as a consultant I have also participated in a week and a half project review doing optimisation on a popular VR app and writing a report on my findings with practical advice for implementing improvements.

I have scoped an extensive remake of a mobile racing game, and performed research on internal tools to discover the best solutions and tools to create a massive open world game for Android devices.

During my time at Unity I have been part of several extra curricular activities such as: giving two talks during Hackweek, volunteering as an 'expert' at Unity 2022, taken training on the DOTS packages and interviewing developers as a member of a working group looking to establish better communication between Solutions and R&D so that our day to day usage of the engine can influence the direction and priorities of the product.

Gravity Sketch

01/20 to 08/21

[Gravity Sketch iPad](#)

One of three developers building an intuitive sketch-like 3D design tool which can integrate with a companion VR app.

Some features I was personally responsible for:

- The UX and UI for selecting and editing users geometry
- The color selection menu including material selection and swatches, involved researching and writing shaders that would map a square to a disc
- The main menu for users to view their sketches and sign in/up

I helped the designers on the project to upskill by offering time to improve their skills with Unity to the point they would be comfortable creating UI elements in the app without needing familiarity with C#.

By the release of the app my understanding of Unity/C# had greatly improved and I had become the lead developer on the project.

LandingPad Web Viewer

Product owner and lead developer of the Web Viewer after creating a prototype allowing users to view their 3D art in the browser using WebGL. As this was deployed to the browser there was a big focus on build size optimisation and memory usage.

Responsible for the research and development of new features in the tool such as:

- Custom lighting in the scene with a familiar interface for users
- Create aesthetically appealing backgrounds in the scene to showcase users art

Flatmates

11/18 to 12/19

While working at Fluid and during my degree I developed a social networking app for students to help them find people to live with. This app was a safe platform that students could use to browse houses and talk to potential future housemates. I designed, developed and deployed the app entirely on my own and learnt a lot of new skills/technologies in the process such as project management and how to develop a backend platform.

Fluid BSG - Software Engineer

06/17 to 01/19

Began as an intern for one year working on Fluid's native iOS/Android mobile applications (developed with React Native). Within 6 months I was offered a permanent role and was responsible for all feature development on the apps. I decided to leave to focus on my final year of university.

EDUCATION

BSc Computer Science with Industrial Year

2015 to 2019

Graduated with First Class Honours from Reading University.