



Stefano Vaccaro

Game developer, UX designer

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Milan 📍

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Hello There!

I'm Stefano, a game developer specialised in UX design. I started my journey as a solo developer creating XR / flatscreen applications and games in Unity. Currently working @Ubisoft where my focus is on UX and on creating the best possible experience for players.

Technical Skills

Unity (URP / SRP) ●●●●●○

Unity UI System ●●●●●●

Unreal ●●●●○○

Unreal UMG ●●●●●●

Adobe Photoshop ●●●●●○

Adobe Illustrator ●●●●○○

Adobe XD ●●●●●●

Figma ●●●●●●

Perforce / Git ●●●●●○

Jira Suite ●●●●●○

VRTK / NewtonVR ●●●●●●

Vuforia ●●●●●●

HTML5 / CSS3 / JS ●●●●●○

Bootstrap ●●●●●○

Angular ●●●○○○

JQuery ●●●●○○

C# ●●●●○○

Languages

Italian: Native speaker.

English: Professional working proficiency.

WORK EXPERIENCE

UX DESIGNER - FULLTIME

March 2022 - Present

Ubisoft S.p.a, Milan

Working as a UX designer I handle game flows, signs and feedbacks, navigation and menus keeping always the player experience in mind.

UI TECHNICAL ARTIST - FULLTIME

April 2020 - March 2022

Milestone S.r.l, Milan

Working as a UI Tech Artist I handle simple UI logic, responsiveness, animations and the layout of UI elements keeping in mind usability, edge cases and localisation.

TOOLS DEVELOPER - FREELANCE

March 2020 - Present

Figma Store / Unity Asset Store / Itch.io

In my free time I like to produce tools and assets for Unity and Figma and distribute them on various platforms. I really enjoy the process of looking for indie development pain points and suggest simple and elegant solutions.

The development process also helps me to appreciate and train all aspects of game and asset development (scripting, art, etc..).

UX DESIGNER - FREELANCE

June 2019 - Present

Esis S.r.l, Milan

As a freelance UX designer I handle the creation of wireframes for promotional content, produce prototypes for clients websites and handle clients websites Information Architecture.

Occasionally I handle the production of UI, assets and promotional material.

XR DEVELOPER - FULLTIME

May 2019 - March 2020

Saipem S.p.a, Milan

In Saipem I handled the development of small XR projects and the gamification of industrial drilling ships procedures both as designer and developer. I was also in charge of the creation of the fleet digital twin.

GAME DEVELOPER / XR DEVELOPER - FREELANCE
Retex S.p.a, Milan

May 2019 - October 2019

As a solo XR developer I've created a few VR and AR project for Retex handling design, coding, shading, UI and UX. Two particular application stand out: Tenuta Pordenovo (VR and Web application that showcased the historic Pordenovo winery) and AR Frame (AR application that was used to as a marketing tool to promote eco-products by displaying videos inside real life frames)

GAME DEVELOPER / XR DEVELOPER - FULLTIME
Indacode S.r.l, Milan

May 2017 - May 2019

After my experience as a frontend developer I started working as a solo developer producing XR and flatscreen content for companies and events. As a solo game developer I handled every step of the process: designing, scripting, UI and UX, 3D modeling and texturing (sometimes helped by an external collaborator), porting older applications on new devices and occasionally managing small teams of freelancers.

FRONTEND DEVELOPER - FULLTIME
Indacode S.r.l, Milan

October 2016 - May 2017

Working as a frontend developer I've handled multiple parts of the web development pipeline, especially frontend and services coding and refactoring.

EDUCATION

GOOGLE UX DESIGN - SPECIALIZATION
Coursera | Google

February 2021 - June 2021

GAME PRODUCTION AND DEVELOPMENT
Event Horizon School

August 2019 - November 2019

APPLIED SCIENCE HIGH SCHOOL
Liceo Scientifico Arturo Tosi

September 2009 - July 2014

PORTFOLIO

If you are interested in the projects and games I've worked on so far please check out my portfolio:

www.stefanovaccaro.dev