

Massimo Verzeni

Unity Developer | MSc Biomedical Engineer

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Italy

Professional Summary

MSc Biomedical Engineer & Unity Developer, experienced in developing real-time interactive applications. I have worked on projects ranging from a veterinary training simulation with hand tracking to a fully published mobile game featuring authentication and cloud save systems, using Unity and C#. My main strengths include building intuitive interaction systems and implementing technically complex features such as multiplayer networking and real-time user interaction. I am particularly interested in XR, simulation, and game development.

Education

- BSc in Biomedical Engineering
Politecnico di Milano
(2018 - 2022)
- MSc in Biomedical Engineering
Politecnico di Milano
(2022 - March 2026)

Projects

Unity Developer – Mobile Game: Car Flow ([Google Play](#))

- Developed a complete mobile game with Unity and C#, achieving 900+ organic downloads and 4.7/5 star rating (33 reviews)
- Implemented authentication, cloud save, and optimized gameplay for mobile devices
- Participated in VOODOO testing program

Unity Developer – Interactive 3D Veterinary Simulation: VIVARIA (Master Thesis)

- Developed an interactive training simulation with hand tracking (Ultraleap) for a desktop environment
- Focused on real-time user interaction and usability

Unity Developer – Multiplayer Game: Headball Arena ([itch.io](#))

- Developed a real-time physics-based multiplayer game with Netcode for GameObjects
- Implemented Host-Client architecture with client prediction and reconciliation to handle network latency
- Integrated Unity ML-Agents to develop intelligent, physics-aware AI opponents.

Deep Learning – Convolutional Neural Networks for Artery Analysis (school project)

- Developed a CNN model to estimate artery radii from 2D images
 - Implemented using Python, PyTorch, and data preprocessing techniques
 - Applied image analysis and model evaluation to biomedical datasets
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Skills

Core:

- Unity (2+ years)
- C#
- XR Development (VR/AR, hand tracking)
- Multiplayer Networking (NGO)
- Mobile Development (Android)

Technical:

- Git
- Unity UI

Additional:

- Python (PyTorch, Keras)
 - MATLAB
 - C (basic)
 - Embedded systems
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Language Skills

English: C1
Italian: Native