



## CONTACT

+39 379 241 8886

work@davidebalan.com

14017 - VALFENERA (AT)  
ITALY

davidebalan.com (Portfolio)

in/davide-balan/

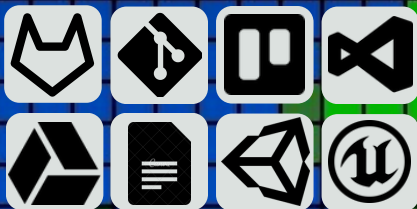
DevWhiteFox#9986

## EDUCATION

2016 - 2021  
**Secondary School Diploma in IT**  
ITIS A. ARTOM Asti

2021 - 2024  
**Game Programming**  
Event Horizon School

## DIGITAL SKILLS



## Language

Italian (Native)

English (Intermediate)

# DAVIDE BALAN

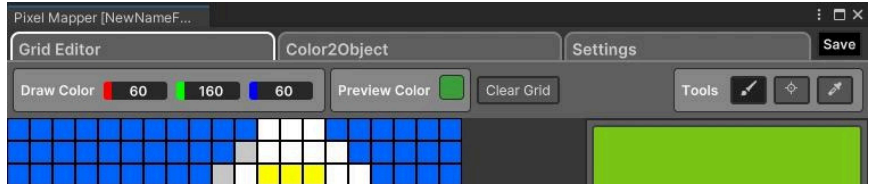
## GAME PROGRAMMER

19th September 2002, 22 years old

### MY STORY

I grew up in Chieri, Italy, playing PlayStation games like Crash Bandicoot. Watching Code Lyoko sparked my interest in computers, leading me from messing with consoles as a middle schooler to studying IT in high school. Now, as a Game Programmer, I enjoy experimenting with game features, tools, and exploring other software.

## PROJECTS I'VE WORKED ON



### PixelMapper (March 2024 - Present)

An editor tool that organize data in a grid using colors.

#### Author: Davide Balan

For my thesis at Event Horizon School, I developed PixelMapper, a tool built in Unity using UIToolkit through code. It's designed to streamline game level creation by mapping colors to tiles. The tool works by creating a grid of "pixels" that can be colored, with each color linked to specific data chosen by the user. You can then iterate over or access specific pixels using coordinates to retrieve related data, which can be used for tasks such as generating maps with tiles at runtime.

[Tool Webpage](#)



### Detective Leone (Q4 2024)

A first-person investigative noir game set in Turin

#### Lucky Games Team

I developed a diegetic book with an interactive UI, allowing full content customization via a World Widget and raycast-based interactions. I also collaborated on an object inspection system, interactable furniture, and a clue/riddle system. The book served as the main menu, featuring a cutscene that revealed story segments with each page.

[Project Link](#) 📅 7 MONTHS 👥 10 PEOPLE



### Operation On Planet Vee (Q3 2023)

It is an action role-playing game set on an extraterrestrial planet.

#### Thumbs Up Team

I built game systems, including AI behavior and UIs, using Unity, and created tools for designers like player teleportation, enemy data display, and debug buttons for adjusting in-game values. For sound, I developed a scriptable wrapper with volume control, overlap prevention, and support for multiple music and ambience tracks. The system manages volume, mute, and persistence via PlayerPrefs and can be linked to a slider's onValueChanged event.

[Project Link](#) 📅 6 MONTHS 👥 5 PEOPLE