

Anthony Mangione » [View My Full Portfolio: www.tonythedeveloper.com](http://www.tonythedeveloper.com)

6398 NW 72nd Place - Parkland, Florida, 33067 • tony@tonythedeveloper.com • (954)326-9622
– <https://www.linkedin.com/in/tonythedeveloper/> –

» Profile

I am a veteran Unity programmer with strong skills in object-oriented programming and experience managing small team projects. I have experience publishing games and applications to the iOS & Play app stores, as well as Steam. I have professional experience in Mobile AR, as well as VR on Mobile/Vive/Oculus. I am strongest in C# and Java, although I am versed with others. As the sole developer on my own projects, as well as managing smaller teams within organizations growing at a rapid rate, I have grown accustomed to adapting and learning new technology at a lightning pace to fit the needs of the project. I work well with all types of people, and am willing to travel.

» Work Experience

VHornet, Boca Raton, Florida

Lead Developer, 5/2017-Present

- Designed and Developed multiple applications, both under contract and to be published.
- Published a Virtual Reality game on Steam for Vive/Oculus Rift; Outpost L5.
- Met the needs of contractors to deliver applications on time and on budget.
- Developed a virtual cloud phone running Android, called UbiSky, for VR, AR and More.

Stocket - Boca Raton, Florida

Lead Developer, 6/2016-6/2018

- Oversaw development of a mobile game, with a team of 4 developers and a large overseas team.
- Designed & Developed the majority of the architecture/code used in Stocket.
- Assisted in managing growth within the team and organization.

Exano Software, Parkland, Florida

Lead Programmer/Developer, 2013-2018

- Coordinate and execute broad strategies regarding products, software, spanning multiple months to years.
- Effectively document, prototype, program, and release commercial products to the public.

» Education

Florida Atlantic University, BA, 2013

CompTIA A+ Certified

» Technical Skills

Languages:

- C#
- Java
- Unityscript/Javascript

Applications:

- Unity
- IntelliJ
- Android Studio & XCode

Published On:

- Amazon
- Steam
- Google Play & iOS

- Quickly and effectively prototype games, applications, websites, and tools.
- Able to communicate difficult and complex technical topics to a layperson.
- Able to quickly learn the basics of a language, engine or tool, with a drive to learn more.