



# LORENZO FOSCHI

## CURRICULUM VITAE



Date of birth / 03/04/2001 Age / 23

Place of birth / GENOVA (GE)

Nationality/ citizenship / Italy

Via di Creto 61, 16165 GENOVA (GE)

Driving licence / B / Car available

ID / 5864638 updated on 26/10/24

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📞 3888187772

🌐 ihcsof.github.io/lorenzofoschi...

### FOREIGN LANGUAGE SKILLS



MOTHER TONGUE(S): Italian



ENGLISH  
EXCELLENT

C1

C1

C1

C1

C1

### DIGITAL COMPETENCES

#### DigComp

Information and data literacy Proficient user

Communication and collaboration Proficient user

Digital content creation Proficient user

Safety Proficient user

Problem solving Proficient user

### Career Goal

I want to challenge myself, keep learning, and build my career step by step.



### Scolarship holder UNIVERSITÀ DI GENOVA

Computer science, data processing and acquisition (GE)

04/2024 - 10/2024

### WORK EXPERIENCES

**Main activities and responsibilities:** Python programmer for a research grant on prosumer markets, aimed at publishing a simulation tool and two papers

**Acquired skills and achieved objectives:** Simulation, Python, scientific papers

Employed as: other - fixed-length contract | Company sector: Information systems, EDP

**Main activities and responsibilities:** Author of the book 'Lathar', released on October 10, 2022, by Land Editore. Author of the book 'Lathar-Zero', to be released in 2025

**Acquired skills and achieved objectives:** Writing a book, teamwork for editing, marketing and personal branding

Employed as: other - consulting/collaboration | Company sector: Marketing

### GDSCRIPT Programmer IN PROPRIO

Computer science, data processing and acquisition  
GENOVA (GE)

07/2024 - 09/2024

**Main activities and responsibilities:** 3D video game programming for Steam publishing, using the 'GODOT' engine and the GDSCRIPT language

**Acquired skills and achieved objectives:** Programming in GDSCRIPT, use of the engine, teamwork with division of skills and features, github repo management

Working as: other, self employed | Company sector: Engineering and design

### (Re)Programming Flutter Application 'The world is your toilet' IN PROPRIO

Computer science, data processing and acquisition (GE)

05/2024 - 08/2024

**Main activities and responsibilities:** Flutter Programmer

**Acquired skills and achieved objectives:** Flutter | Company sector: Information systems, EDP

### Android Programmer ATTIVITÀ IN PROPRIO

Computer science, data processing and acquisition  
GENOVA (GE)

01/2024 - 04/2024

**Main activities and responsibilities:** Android Application Programming 'The world is your toilet' Released on Google Play Store

**Acquired skills and achieved objectives:** Android Studio, marketing, Google Play Console, AdMob

Working as: without contract | Company sector: Information systems, EDP

### Reply Ambassador REPLY

Computer science, data processing and acquisition  
GENOVA (GE)

09/2023 - 04/2024

**Main activities and responsibilities:** Computer Programmer and Event Organizer

**Acquired skills and achieved objectives:** Reply Cyberchallenge World Champions (Wreck The Line) Interviewed on behalf of Reply Volunteer activities | Company sector: Marketing/Communication

### Creatore di contenuti UNIVERSITÀ DI GENOVA

Education, training, research and development  
GENOVA (GE)

07/2022 - 10/2022

**Main activities and responsibilities:** Creator of videos for the Databases course, as an integral part of the thesis and which are now university course material.

**Acquired skills and achieved objectives:** Deepening my knowledge of database theory and deepening my knowledge of videomaking and writing

Working as: other, self employed | Company sector:

## Manufacturing

### software analyst

**LAND EDITORE**

Computer science, data processing and acquisition  
TORINO (TO)  
06/2022 - 09/2022

**Main activities and responsibilities:** Developer, in pairs, of the video game of my book 'Lathar', released in October 2022 for Google Play Store

**Acquired skills and achieved objectives:** Game development, C# programming, Unity usage  
Working as: other, self employed | Company sector: Engineering and design

### programmer and designer

**RISTORANTE PATANEGRÀ**

Computer science, data processing and acquisition  
GENOVA (GE)  
07/2020 - 07/2020

**Main activities and responsibilities:** Request for the development of a QR CODE system for the digital menu of the Patanegra restaurant in Genoa. Proposed solution: QR code design with a web page for selecting menus

**Acquired skills and achieved objectives:** Communication with the customer and attention to their needs.  
Working as: without contract | Company sector: Engineering and design

### software analyst

**SUMASOFTWARE S.R.L**

Computer science, data processing and acquisition  
GENOVA (GE)  
10/2018 - 10/2018

**Main activities and responsibilities:** Management website project; Manual testing of programs

**Acquired skills and achieved objectives:** Using PHP,HTML,CSS,JAVASCRIPT; Publishing and working on websites  
Employed as: intern/trainee - undergraduate internship | Number of hours: 112 | Company sector: Engineering and design

### intern

**NETALIA S.R.L**

Computer science, data processing and acquisition  
GENOVA (GE)  
06/2018 - 06/2018

**Main activities and responsibilities:** Processing of materials; Study of company activities; Report on activities; Simulation of company presentation and its activities, in the simulated role of the company head.

**Acquired skills and achieved objectives:** Public speaking, Cloud networks (CaaS, ...)  
Employed as: intern/trainee - undergraduate internship | Number of hours: 50 | Company sector: Engineering and design

### software analyst

**FAST FONE**

Computer science, data processing and acquisition  
GENOVA (GE)  
02/2018 - 02/2018

**Main activities and responsibilities:** PHP Programming, Web Ubuntu and Operating Systems Hardware Component Replacement

**Acquired skills and achieved objectives:** PHP Programming Using OS Ubuntu  
Employed as: intern/trainee - undergraduate internship | Number of hours: 112 | Company sector: Engineering and design



## ACADEMIC STUDIES

### MASTER'S DEGREE

2023 - 2025

**ONGOING STUDIES**



**Università di Genova**

Università degli Studi di GENOVA

Dipartimento di Informatica, Bioingegneria, Robotica e Ingegneria dei Sistemi

**Computer Science MS**

LM-18 - 2nd level degree in Computer Science

Expected degree mark: **110/110 cum laude**

Expected graduation date: 09/2025

Total number of exams passed: 9

### BACHELOR'S DEGREE

2020 - 2023

**CERTIFIED TITLE**



**Università di Genova**

Università degli Studi di GENOVA

Dipartimento di Informatica, Bioingegneria, Robotica e Ingegneria dei Sistemi

**INFORMATICS**

specific field of the degree course: curriculum propedeutico  
L-31 - 1st level degree in Computer Science

Dissertation/thesis title: DATA MANAGEMENT ARCHITECTURES IN PILLS: AN EXPERIMENT IN INNOVATIVE SCIENTIFIC COMMUNICATION | Dissertation/thesis subject: INFORMATICA | Thesis supervisor: BARBARA CATANIA

Age at graduation: 22 | Official duration: 3 years

Final degree mark: **110/110 cum laude**

Graduation date: 27/07/2023

## TECHNICAL CERTIFICATE

Vocational School, Technological sector, Information systems and



2019

## OTHER POSTGRADUATE STUDIES

### Corsista

ITS

ITS trainee/internship on business systems, Arduino, JS, Node.js  
Duration: 1 months



## FOREIGN LANGUAGE SKILLS

**English** First FCE Certificate, FCE. Cambridge Assessment, 29 May 2019, **Europass level B2**

## NOTES

### Corsi:

Inglese: Corso PET

Durata (in mesi): 4 Anno di inizio: 2018

Inglese: Corso FIRST FCE

Durata (in mesi): 4 Anno di inizio: 2019

### Certificati:

PET. Cambridge Assessment. 19/07/2018 - B1

FCE. Cambridge Assessment. 29/05/2019 - B2



## INFORMATION TECHNOLOGY SKILLS

### COMPUTER PROGRAMMING

Machine Learning & Data Analysis (Foundation) , Simulazioni peer-to-peer (Foundation) | **Build Automation:** Ansible (Foundation), Docker (Foundation), Docker Compose (Foundation), Docker Swarm (Foundation) | **Integrated development environments (IDE):** Android Studio (Intermediate) | **Javascript libraries:** Node.js (Foundation) | **Markup languages:** CSS (Foundation) , HTML (Intermediate) , JSON (Intermediate) | **Mobile Application Development:** flutter (Intermediate) | **Programming languages:** C (Intermediate) , C# (Intermediate) , C++ (Intermediate) , Java (Intermediate) , JavaScript (Intermediate) , OCaml (Foundation) , PHP (Intermediate) , Python (Intermediate) , SQL (Intermediate) | **Software Testing Tool:** Selenium (Intermediate) | **Video game creation systems:** Unity (Foundation) | **Web Programming:** LAMP - Linux Apache MySQL PHP (Intermediate)

### SYSTEMS AND NETWORKS MANAGEMENT

**IoT:** node red (Foundation) | **Network protocols:** mosaik, cosima, omnetpp (Foundation)

### DATA MANAGEMENT

**DBMS:** PostgreSQL (Intermediate)

### GRAPHICS AND MULTIMEDIA

**Video Editing and Processing:** Camtasia Studio (Intermediate)

### ICT CERTIFICATES

**Capacità di Imparare a Imparare Livello Avanzato** Università di Genova, 28/01/2024

**Competenza Sociale Livello Avanzato** Università di Genova, 28/01/2024

**Gestione Progettuale Livello Base** Università di Genova, 28/01/2024

**Competenza Personale Livello Avanzato** Università di Genova, 28/01/2024

**Creazione Progettuale Livello Avanzato** Università di Genova,



UNIVERSITÀ DI GENOVA UNVERSITÀ DI GENOVA UNVERSITÀ DI GENOVA UNVERSITÀ DI GENOVA UNVERSITÀ DI GENOVA



## UNITED KINGDOM 2018

### STUDIES AND EXPERIENCES ABROAD

#### Other experience acknowledged by the course of study (Studio in Regno Unito)

Place: LEWESTONE (United Kingdom) | Language: English |

Duration: 1 (months)

Study activity at Lewestone School (Sherborne). In addition, small teaching activity in English of programming (to classes of English secondary school students)



## AWARD / SCOLARSHIP 2020

### PROFESSIONAL ACCOLADES AND AWARDS

#### Eccellenza MIUR

Enhancement of Italian Excellence - MIUR

[www.miur.gov.it/tematiche-e-servizi/scuola/eccellen...](http://www.miur.gov.it/tematiche-e-servizi/scuola/eccellenze-miur)


## PROJECT 2023

### EVENTS / EXHIBITIONS

#### Talk al Festival della Scienza

Talk on the relationship between programming a video game and writing a book, with the collaboration of the Councilor for Culture Angela Villani.

Genova

Character: Relatore

[www.bibliotechedigenova.it/evento/32530](http://www.bibliotechedigenova.it/evento/32530)


## BOOK 2024

### WORKS AND ACHIEVEMENTS

#### Antologia Our Last Land

Anthology publication for CSU and Land Editore

Publisher: Land Editore

Character: Autore

## REVIEW 2023

#### Collaboratore Incendiario

Continuous collaboration with the magazine 'L'Incendiario', for the publication of articles, criticisms and unpublished works.

Publisher: L'Incendiario

Character: Autore

[lincendiario.com/](http://lincendiario.com/)

## BOOK 2023

#### Antologia PAV Edizioni

Contribution to an anthology of short stories

Publisher: PAV Edizioni

Character: Autore

[pavedizioni.it/prodotto/come-non-uccidere-i-sogni](http://pavedizioni.it/prodotto/come-non-uccidere-i-sogni)

## BOOK 2023

#### Antologia CTL Edizioni Livorno

Contribution to anthology

Livorno

Publisher: CTL Edizioni Livorno

[www.mondadoristore.it/21-storie-di-mare-na/eai97...](http://www.mondadoristore.it/21-storie-di-mare-na/eai97...)

## BOOK

#### Lathar

2022

Author of my book Lathar, published by Land Editore  
Torino  
Publisher: Land Editore  
Character: Autore  
[www.lafeltrinelli.it/libri/autori/lorenzo-foschi](http://www.lafeltrinelli.it/libri/autori/lorenzo-foschi)

#### AUDIO/VIDEO PUBLICATIONS

2016

#### Youtuber di tecnologia

Tech Youtuber for four years  
Character: Creatore di contenuti



#### TEACHING ACTIVITIES

#### LESSONS/LECTURES

2018

Lewestone School

Lezione in lingua inglese

Small English language teaching activity of programming (to classes of English high school students). Topic: difference between lists in C and Python



#### ATTACHMENTS

##### Website

[ihcsof.github.io/lorenzofoschi/](https://ihcsof.github.io/lorenzofoschi/)