







Alberto Zanatta

345 1050009 
albertozanatta95@hotmail.it 
Vicolo Papa Luciani 4, Castelfranco Veneto (TV) 
02 Febbraio 1995 

EDUCATION

1st LEVEL MASTER DEGREE IN COMPUTER GAME DEVELOPMENT / NOVEMBER 2019 - Present

Università degli studi di Verona

M.Sc DEGREE IN COMPUTER SCIENCE (110/110 cum laude) / SEPTEMBER 2017 - SEPTEMBER 2019

Università degli Studi di Padova

Thesis: Monitoring the 2019 European Election using text mining tools

ERASMUS+ / SEPTEMBER 2018 - JANUARY 2019

Technical University of Denmark (DTU)

- I worked closely with fellow students of different nationalities
- I learned how to quickly adapt and adjust to a new environment and tackle new challenges

B.Sc DEGREE IN COMPUTER SCIENCE (110/110 cum laude) / SEPTEMBER 2014 - SEPTEMBER 2017

Università degli Studi di Padova

Thesis: Development of a mobile application to sign PDF documents

EXPERIENCE

TEMPORARY RESEARCH FELLOW / NOVEMBER 2019 - Present

CIGA - multidisciplinary research centre (Università degli Studi di Padova)

- I worked with people from different academic backgrounds (i.e. sociologists and linguists) and learned how to convey technical information and processes in a way that is accurate yet understandable by most of my teammates. Furthermore, I learned how to effectively translate high level requirements into technical specifications.

TEACHING ASSISTANT / OCTOBER 2019 - JANUARY 2020

Teaching assistant for the course Web Technologies (Bachelor's degree in Computer Science, UniPD)

- I learned how to meet tight deadlines, prepare laboratory activities helpful for students to practice effectively on certain topics and help answer their questions.

PROGRAMMING LANGUAGES & TOOLS



[LINK TO MY PORTFOLIO](#)

C++ - sound knowledge of **C++ 11** key features.

I implemented a few template classes - vector and list - with the same interface as their corresponding STL containers, a custom memory manager and memory allocator and developed a computer graphics project with fellow students featuring shaders written in **HLSL** and a simple graphics pipeline using **C++ DirectX11 API**.

Python - good knowledge in **Python 3.7**.

I developed several university and research projects in Python and used a wide range of Natural Language Processing packages such as NLTK, spaCy and gensim.

Java - good knowledge in **Java**.

I developed a mobile application in **AndroidStudio** as part of a university project a **Spring RESTful web server** which serves as an additional module for the existing **TIPS web application**.

C# - basic **C#** knowledge, used mainly as a scripting language for **Unity**

Unity - good knowledge of the engine's key systems and features.

I developed several 2D and 3D projects in Unity, both for desktop and mobile devices.

Unreal - basic knowledge of the engine and editor's key features.

I'm currently working with **Unreal 4** to develop the final project for the Master in CGD,

I also employed languages such as **MySQL**, **HTML**, **PHP**, **CSS**, **Haskell**, **R** and tools and frameworks such as **AWS**, **Docker**, **MongoDB** in other university and research projects.

LANGUAGE



ENGLISH - C1 (Advanced)