Aronne Zanichelli

Junior Developer | IT Graduate | IFTS Graphic Technician & AI-based Social Media Manager
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AronneZanicelli

Professional Summary

IT graduate with a hybrid technical-creative profile. I combine programming fundamentals with visual communication and content strategy. I am looking for junior opportunities where I can ship practical digital products, learn fast, and grow in web/game development environments.

Technical Skills

• HTML/CSS (solid foundations)
• Java (object-oriented projects)
• C++ (logic and performance foundations)
• Python (beginner level, currently improving fundamentals)
• SQL (relational database fundamentals)
• Creative tools: DaVinci Resolve, Office Suite, Adobe Suite (basic/intermediate)

Education

Diploma - IT Technician
Secondary technical education completed with a focus on computer science.

Current - IFTS Graphic Technician & AI-based Social Media Manager
Training path integrating visual design, media strategy, and AI-oriented digital workflows.

Career Goal

To enter the video game industry and build interactive worlds, including future applications in virtual reality. Open to junior roles in game development and web development where programming and digital creativity can work together.

Selected Work

• Bilingual personal portfolio website (EN/IT) with analytics and conversion-focused structure.
• Visual content workflow concepts combining copy, graphics, and short-form video editing.
• Editing workstream setup for company-based social media deliverables (Labelbike and future clients).