Leonardo Marini

Curriculum Vitae

Personal information

Full name	Leonardo Marini
Date of birth	12 / 02 / 1997
Nationality	Italian

Computer skills

Languages	C, C++, C#, Java, ASM, JavaScript, PHP, Lisp, HTML, CSS, Latex
Operating Systems	Linux, Windows
Graphics and Games	Unity, Animations, Modelling, Digital painting, Compositing
Database	SqlServer, MySql, MongoDB, Access
Other	Network management, Cybersecurity

Professional experience

02/2020 – present — **Automation Tester**, *Cantemo*, Stockholm (Sweden), www.cantemo.com.
IT - Media Management
Design automatic tests for the products developed by the company with the use of Cypress, Javascript and Jenkins.

10/2016 – 08/2019 — **Cybersecurity Team**, *CeSeNA*, Cesena (Italy), cesena.ing2.unibo.it.
Hacking competitions and study of security problems
Main areas:
- Forensic;
- Database leaks;
- Network sniffing and spoofing;
- Binary exploitation (PWN).

05/2016 – 08/2016
06/2015 – 07/2015
06/2014 – 07/2014 — **IT Technician**, *Gruppo Sistema*, Cesena (Italy), www.grupposistema.it.
Information, Technology & Communication.
Tasks:
- IT hardware/software customer support;
- Workstations and server setup and configuration for major companies such as *Unieuro* and *Mercatone Uno*;
- User training on newly installed software to customers companies.

05/2016 – 02/2017 **Character animator**, *Placydia*, Ravenna (Italy).
This was my first experience in the videogame industry. I worked on a 2D platform arena game called *Dead Undead* realizing the animations for the characters and implementing them inside the videogame.

Education

08/2019 – present **Master of Science**, *Kungliga Tekniska Högskolan*, Stockholm(Sweden).
This program provides a broad knowledge of Computer Science with subjects ranging from highly scientific topics like Artificial Intelligence and High-Performance Computing to very specific tracks. I chose to specialize in *Visual and Interactive Graphics* as this would allow me to possibly get into the game and animation industry.

09/2016 – 12/2019 **Bachelor**, *University of Bologna*, Cesena (Italy), *104/110*.
I graduated in the area of *Computer Science and Engineering*. This course gave me the foundation on how to design and deliver efficient and performing software through subjects such as OOP and Software Engineering. The many projects conducted (DB, OOP, IoT, Web and more) consolidated my teamwork skills. Finally, I presented a thesis on 3D animation techniques.

08/2017 – 01/2018 **Erasmus**, *Stockholm University, DSV*, Stockholm (Sweden).
This experience, part of my bachelor studies, gave me an insight into what it is like to study in a country that is at the center of development. I definitively liked the approach of teaching so different from what I was used to. That's why I came back.

09/2011 – 06/2016 **High School Diploma**, *ITT Blaise Pascal*, Cesena (Italy), *92/100*.
This school, centered on *Information Technology*, made me realize the power behind informatics and programming. Thanks to math and software development: the main focus of the path I chose, I got the best possible background to get started in my future student career.

Languages

Italian	Mother tongue	
English	CEFR Level C1	*IELTS*
French	CEFR Level A2	*University certification*
Swedish	CEFR Level A1	*University entry test*

Interests

3D Graphics	3D modeling, animating, and rendering
Fitness	Calisthenics, TRX, Basketball
Educator	Organizing recreational activities for youngsters