Leonardo Marini | Resume

Hagalundsgatan, 46 – 169 64, Solna, Stockholm – Sweden

☐ +46 72 849 30 38 • ☐ +39 392 706 9075
✉ leonardo.marini.it@gmail.com • 🌐 https://bamarin.github.io
in leonardo-marini-it • ○ bamarin

Personal information

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

Soft skills

Creativity: I like art, as a consequence, I come up with innovating ideas in everything I do, especially when creating software.

Problem Solving: I like to find solutions to common and complex problems. I'm not satisfied if something just works, it has to be well thought and designed.

Teamwork: I have done many projects conducted in small groups, I like to identify different tasks and separate what is possible to work in parallel and optimize all the resurces as much as possible.

Technical knowledge

Languages: C, C++, C#, Java, ASM, JavaScript, PHP, Lisp, HTML, CSS, Latex
Operating Systems: Linux, Windows
Gamedev Software: Unity, Maya, Blender
Database: SqlServer, MySql, MongoDB, Access
Other: Network management, Cybersecurity, Git

Professional experience

Cantemo   **Stockholm (Sweden)**
Automation Tester, www.cantemo.com   *02/2020 – present*
IT - Media Management
Design of automatic tests with a particular focus on debugging faulty behaviours of the product and improving the existing features.

Ce.Se.N.A.   **Cesena (Italy)**
Cybersecurity Team, https://cesena.github.io/   *10/2016 – 08/2019*
Hacking competitions and study of security problems
Main areas: Forensic — Database leaks — Network sniffing and spoofing — Binary exploitation (PWN).

Placydia **Ravenna (Italy)**
Character animator *05/2016 – 02/2017*
This was my first experience in the videogame industry. We developed a indie game, Super Smash Bros like. I implemented the animations, working with the developers and writing the code (C++) to have the animations running in the game.

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

Education

Kungliga Tekniska Högskolan **Stockholm(Sweden)**
Master of Science in Computer Science *08/2019 – present*
Specialization in Visual and Interactive Graphics. This course includes both general scientific knowledge like *Artificial Intelligence* and highly specific courses with applications to the game industry like *Computer Game Design* and *Computer Animation*.

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

Stockholm University, DSV **Stockholm (Sweden)**
Erasmus Exchange Program *08/2017 – 01/2018*
This experience gave me an insight of the huge possibilities of development in the technological field abroad. Living alone gave me a boost in self-confidence and leadership. Since then, my English (spoken and written) is as fluent as my first language.

ITT Blaise Pascal **Cesena (Italy)**
High School Diploma, 92/100 *09/2011 – 06/2016*
This school gave me a strong foundation to build up and engineering and problem solving mindset. Math and Software Development were at the center of my studies, and the subjects where I excelled at.

Languages

Italian: Mother tongue

English: Fluently used in my work and studies *CEFR Level C1*

Swedish: Intermediate, use of common sentences in daily life *CEFR Level A2*

French: Advanced beginner *CEFR Level A2*

Interests

3D Graphics: 3D modeling, animating, and rendering

Fitness: Calisthenics, TRX, Basketball

Dogs: I love their company. I used to walk and train them to earn some money