Leonardo Marini │ Resume

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Personal information

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

Soft skills

Creative Mindset: I can come up with innovative ideas in the creation of new software and general solutions.

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 resources as much as possible.

Self Learner: If I'm faced with a new task I can quickly find resources to study the matter and learn it quickly.

Technical knowledge

Languages: C, C++, C#, Java, HTML, CSS, Razor, Latex
Operating Systems: Linux, Windows
Game Development: Unity, Maya, Blender
Database: SqlServer, MySql, MongoDB
Other: Network management, Cybersecurity, Git

Professional experience

Frostbite   **Stockholm (Sweden)**
Software Engineer, https://www.ea.com/frostbite   *03/2021 − present*
Videogame Industry

Development of tools used by Frostbite developers to enhance their workflows. Our portfolio includes over a dozen products that ranges from building the levels to run the test and monitor their results.

Cantemo   **Stockholm (Sweden)**
Automation Tester, www.cantemo.com   *02/2020 − 08/2020*

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 an 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.
IT hardware/software customer support, Workstations and server setup and configuration, User training on newly installed software to customers.

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 Engineering, 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.

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*

Interests

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

Fitness: Calisthenics, TRX, Basketball

Games: FPS competitive videogames and Roleplay Tabletops.

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