

Leonardo Marini | Resume

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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 innovative 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 resources 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

Automation Tester, www.cantemo.com

IT - Media Management

Design of automatic tests with a particular focus on debugging faulty behaviours of the product and improving the existing features.

Stockholm (Sweden)

02/2020 – present

Ce.Se.N.A.

Cybersecurity Team, <https://cesena.github.io/>

Hacking competitions and study of security problems

Main areas: Forensic — Database leaks — Network sniffing and spoofing — Binary exploitation (PWN).

Cesena (Italy)

10/2016 – 08/2019

Placydia*Character animator*

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.

Ravenna (Italy)*05/2016 – 02/2017***Gruppo Sistema***IT Technician, 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.

Cesena (Italy)*06/2014 – 08/2016*

Education

Kungliga Tekniska Högskolan*Master of Science in Computer Science*

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*.

Stockholm(Sweden)*08/2019 – present***University of Bologna***Bachelor in Computer Science Engineering, 104/110*

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.

Cesena (Italy)*09/2016 – 12/2019***Stockholm University, DSV***Erasmus Exchange Program*

This experience gave me an insight into 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.

Stockholm (Sweden)*08/2017 – 01/2018***ITT Blaise Pascal***High School Diploma, 92/100*

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.

Cesena (Italy)*09/2011 – 06/2016*

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 modelling, animating, and rendering**Fitness:** Calisthenics, TRX, Basketball**Dogs:** I love their company. I used to walk and train them to earn some money