# CHRISTIAN CANDELA

## PROFILE

Very motivated and proactive project manager always keen to provide value through quality.
My pillars are: efficient time management, collaborative attitude, and responsiveness to changes.

## CONTACT

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📍 Avellino, Italy

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## COURSES

2022
**THE COMPLETE AGILE SCRUM FUNDAMENTALS COURSE + CERTIFICATION**
Udemy: Online Courses

2022
**KICKOFF - WATERFALL COURSE**
Project Management Institute

## LANGUAGES

- **Italian**
- **English**

## EXPERIENCE

### APPLE DEVELOPER ACADEMY - PIER PROGRAM

**2022 - Current**
**Unina Federico II, Naples (Italy)**

The Pier Program it's the continuation of the one-year Academy educational experience, and that it's an educational program where the learning environment is based on real work experience.

**Responsibilities:**
- follow a **project** through its entire life cycle: from initial research to the development of a working product;
- building a trustworthy with all **stakeholders;**
- working as a **team**: managing tasks, milestones, and different types of conflicts that may generate among team members;
- approaches to different project management methodologies, particularly **Scrum;**
- writing **project documentation.**

## EDUCATION

### APPLE DEVELOPER ACADEMY

**2021 - 2022**
**Unina Federico II, Naples (Italy)**
The Apple Developer Academy is a partnership between the University of Napoli Federico II and Apple. Training at the Academy is aimed at developing apps for the world's most innovative and vibrant app ecosystem. The program focuses on software development, startup creation, and app design with an emphasis on creativity and collaboration.

### AIV - ACCADEMIA ITALIANA VIDEOGIOCHI

**2016 - 2019**
**Video Game 3D Art, Rome (Italy)**
The 3D art course analyzes the stage of development in which the visual components of a video game or any entertainment product are made:
- techniques and skills related to both three-dimensional modeling and sculpting, using **Maya** and **ZBrush;**
- texturing, using **Photoshop**, **Substance Painter**, and **Designer;**
- use of the **Unreal Engine** graphics engine;
- meet **quality** and **timing** standards required by the industry;
- **problem solving** and **teamwork skills**.

### HIGH SCHOOL DIPLOMA

**2011 - 2016**
**Liceo Scientifico "V. De Caprariis", Atripalda (Italy)**