

ROBERTO CAETANI

Software Engineer

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PROFILE

Software Developer proficient in various platforms, languages, and embedded systems. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. Quick and eager to learn new skills.

EDUCATION

❖ **Bunker Hill Community College** Sep 2014 — May 2018
Associate - Computer Science Boston, MA

❖ **University of Massachusetts Boston** Sep 2018 — Dec 2020
Bachelor - Computer Science Boston, MA

SKILLS

C++	JavaScript
Java	HTML & CSS
Python	MySQL

PROJECTS

❖ **Global Game Jam (2017, 2018)** 2017 — 2018
Boston, MA

Theme: Waves (2017) Transmission (2018)

Role as team lead and head programmer. Built prototype for game using Unity and C#.

Game was created over the course of one weekend. Worked with students from another college whom I met at the event. Team oriented and high-load environment.

❖ **Small Games** 2014 — 2018

Developed over five games either independently or in a team of no more than three other students. Most were with the school's Indie Game Development Club of which I was club president.

https://bhcc.digication.com/roberto_caetani/Games/

❖ **Operating System in C++** 2016

Created an operating system (given the kernel) using C++ and MSL. The OS performed basic functions such as file search and creation, as well as launched three installed games.