# Emanuele De Pellegrin

18/5 Wardlaw Place, Edinburgh, Scotland. EH11 1UF

email: emanueledepellegrin@live.it

My Website: https://cryoscopic-e.github.io/

## Technical Skills

| Programming | Database | Office | Os |
|---|---|---|---|
| Java, Javascript, C# | MySQL, MongoDB, Neo4j | Word, Excel, PowerPoint | LinuxOS, Windows |
| Python, C/C++ | XML, JSON | | |
| HTML5, CSS3, Nodejs | | | |

## Main areas of experience

- Software Development
- Object-oriented programming
- Programming
- Hardware installation
- Game Development
- Game Programming

## Education

- **MSc Computing (2 years)** at Heriot Watt University, Edinburgh (2018-2020)

  The Master course I have been tackling right now is an advanced and specialist program which is a blend of theoretical and applied studies, focused on learning and mastering multiple programming languages, in particular: C#, C, Java and Javascript. During the first year I have built some interesting projects such as:

  - A PDDL visualizer, using the Unity game engine to visualize a plan, which I have developed concurrently to my course work project.
  - A RESTful API for a web social application.
  - A GUI application in Java to manage a coffee shop, where I have used Junit testing and AGILE methodology during the development.

- **BSc (Hons) Chemistry** 2.1, 'La Sapienza' University of Rome (2012-2016)

  During my Undergraduate I have studied and mastered three main topics: organic chemistry, analytical chemistry and physical chemistry. We have used different equipment and software to gather and analyse scientific data and I have specialized in the use of mass spectrometer.

  My final dissertation's focus was on 'green chemistry' and how to use it to remove heavy metal pollutants from water.

## Personal Projects

Between the years when I graduated and my relocation in Scotland, I have been studying and using several programming languages such as: C#, Python, Java, javascript, php. I have also worked on personal projects such as:

- Video games using the Unity and Godot game engines.
- Tutorial on how to use Phaser.js and Javascript(ES6) using Nodejs and Webpack.
- Machine Learning projects using C# and Unity game engine.

All the projects can be found on my github page

## Certificates

- IELTS Academic, score: 7.0.