**Davide Annunziata | IT Engineer**

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**Personal Profile**

Graduated in October 2017 in IT Engineering, I am now working on personal projects to practice and challenge myself. I am motivated, dedicated and hungry of knowledge, seeking an IT position in which I can apply the professional and technical skills I developed with passion in the past 5+ years. I have improved my problem-solving skills throughout the studies and my personal projects, noticing a positive outcome on a day-to-day basis.

**Education**

**Bachelor of Engineering – Information Technology** in University of **Rome** *“La Sapienza”*

From September 2012 to October 2017

Grade: 91/110

EQF: Level 6

**Core Skills**

Programming with:

|  |  |
| --- | --- |
| C#/Unity 3D Engine | 3 years |
| C/C++ | 2 years |
| Web Developing languages  (HTML, CSS, PHP, JavaScript, XML) | 1 year |
| Java | 1 year |
| SQL | 1 year |
| Python | 6 months |

Knowledge

• Theory of Algorithms and Data Structures.

• UML

**Employability skills:**

• Complex problem solving • Ability to work under pressure • Self-management

• Team work • Time management • Dedication

• Positive attitude • Adaptability

**My Projects**

**April 2017 – September 2017**

Working on my graduate thesis I created an application using Unity (Game Engine) related with the virtual reality. Thanks to the availability of an HTC VIVE I was able to create a virtual room in which a group of students had the opportunity to interact with the environment aiming to understand clearly theories of Physics.

**January 2018 – April 2018**

The first challenge I chose to test myself is the creation of a mobile application. It is a game based on the rotation of an object around a sphere with the aim of collecting points within the end of the time. It moves forward during the game and the player has to rotate the world sphere to hit the plus objects and avoid the negative ones. I started this project to improve my knowledge about the 3D environment using 3D models, I especially tried to use quaternion and interpolation.

**March 2018 - Present**

Before the end of the previous project I decided to start a second one, trying to reach a higher goal. I am creating the base for a videogame similar to an Action RPG and a Hack and Slash game. Particularly, I wanted to improve the using of events, delegated methods, derived class, singletons, seeing a good improvement for every single step.

**For further information about me visit my personal website at:**

<https://davannunz.github.io/>