GIOVANNI LEGNAME

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○ DETAILS ○

+39 3487388515
glegname1995@gmail.com

○ LINKS ○

LinkedIn
Game projects portfolio

○ SKILLS ○

C# Programming

Python

Git

Unity

○ LANGUAGES ○

Italian native speaker

English proficiency c2(certified)

Finnish b1

👤 PROFILE

Aspiring Game Developer interested and passionate about tech and computer science with a keen interest in level design and software development.

I have developed great adaptation and communication skills by having lived in many different countries, which continuously advantaged me during studies to communicate effectively in a team environment and to find creative solutions to problems. I am adept in various social media platforms and office technology programs.

🎓 EDUCATION

Bachelor of Engineering, Metropolia Ammattikorkeakoulu, Espoo
2017 — Present

Secondary schools, Rismondo and Liceo Scientifico Galileo Galilei, Trieste
September 2006 — July 2015

❂ RELEVANT COURSES

Python Fundamentals, Coursera(Certified)
2020

Game design, Coursera(Certified), Michigan State University
2021

Local Area Networks(CCNA 1), Metropolia

Internetworks(CCNA2), Metropolia

IoT Project, Metropolia

C Programming for Smart Systems , Metropolia

Python Programming , Metropolia

Smart Systems and Wireless Communication, Metropolia

Digital Signal Processing, Metropolia

Modern Computer Architecture , Metropolia

Sensors and Advanced Physics , Metropolia

★ CUSTOM PROJECTS

European Youth Parliament (EYP)
2012 — 2014

Worked in a highly multi-cultural environment where, firstly in Italy and later on in Belgium, I discussed important debatable current topic points affecting the European Union along with like-minded students from all over Europe.

This activity, which spanned over a few days and different venues, included team ice-breaking activities, brainstorming, debating in front of hundreds of people and chosen elected EYP committee.

Zumo Robots

Worked on configuring a zumo robot through constant calibration and testing. The goal was to have the robot independently run through a track it had never ran through before via the robots proximity and visual sensors. This project enabled me to understand the usefulness of microcontrollers and how to calibrate and test them.

I was personally in charge of motor calibration/testing and Zumo programming.

Android App

Worked on a mobile app. using Android Studio and a ThingSee IoT device for the purpose of calibrating the sensors and collecting various types of data (i.e. temperature, humidity, luminosity,

I personally was in charge of documentation and User interface.