



Emanuele Patruno

Nazionalità: Italiana **Data di nascita:** 18/05/2000 **Sesso:** Maschile

☎ **Numero di telefono:** (+39) 3703056188 ✉ **Indirizzo e-mail:** emanuelepatruno1@gmail.com

💬 **Skype:** emanuelepatruno1@gmail.com 📷 **Instagram:** https://www.instagram.com/ema_.design/

🌐 **LinkedIn:** <https://www.linkedin.com/in/emanuele-patruno-9a0892156/>

🌐 **Sito web:** <https://emanuelepatruno.com/>

📍 **Abitazione:** Via Aquileia 117, 34072 Gradisca d'Isonzo (Italia)

PRESENTAZIONE

I am a nice, easy-going guy. I like to work in a team and put myself out there and never stop learning. I would like to fill the position of UX or UI Designer.

ESPERIENZA LAVORATIVA

Full-stack e Game Developer

Divulgando S.r.l [06/09/2022 – 07/10/2022]

Città: Trieste

Paese: Italia

Sito web: <https://www.divulgando.eu/it/>

After the internship period, I was offered an apprenticeship as a Full-stack and Game Developer by the company in question. Already having development experience in the Front-end part, I focused on learning notions, methods and how to use technologies to be used in the Back-end development part, including **phpMyAdmin** software and the **Codeigniter** framework. I also built an **Augmented Reality** web-app, created and modified parts of sites built with **WordPress** in **Elementor** and a **PWA** (Progressive Web Application).

Intern

Divulgando S.r.l [31/01/2022 – 22/05/2022]

Città: Trieste

Paese: Italia

Sito web: <https://www.divulgando.eu/it/>

During this period I carried out two main projects:

- The realisation of a **webgis** for a project commissioned by **Interreg italia-slovenija**, in which the objective was to display and change the various layers shown on the map, dynamically and quickly. I concentrated on the entire front-end part. The technologies used to build the site were **HTML**, **CSS**, **Bootstrap**, **JavaScript** with the **Leaflet** external library, used for the realisation and management of the map and layers provided by the client.
- The creation of a video game for a project commissioned by the **OGS**, *Institute of Oceanography and Experimental Geology*. The name of the video game is *Science Field* (available for IOS and Android devices), designed for junior high and senior high school children in which the aim is, through the methodology of *gamification*, to inform and explain the force of *Coriolis* and the force of gravity by playing. From 20 to 22 May, I went as an exhibitor at the national board game fair Modena Play, to present the game at the OGS stand. In this project, I was involved both in the design of the game itself directly with the customer and in the actual realisation. The technology used for the realisation of the project was Godot Engine, a free and open source cross-platform game engine. (link to the video game: <https://play.google.com/store/apps/details?id=com.divulgando.sciencefield&gl=IT>)

Intern

Ubiz3D s.r.l.s [07/06/2021 – 30/07/2021]

Città: Gorizia

Paese: Italia

Sito web: <https://www.ubiz3d.com/it/>

During the summer term 2021, together with the company in question, I carried out a project that consisted of an interactive virtual tour of the Simmons mattress store. Before starting the project, the tutor who was following me gave me some basics for the implementation of the project, which consisted of some exercises in the Unity environment. From the second week, we started working on the actual project by making the Desktop version and integrating an online "project compiler" that would allow the creation of an interactive virtual visit to a possible customer, without the use of programming and Unity.

Apprenticeship

CISL

Città: Gorizia

Paese: Italia

Link: <https://photos.app.goo.gl/Dg3gjqX6zDijBjp56>

During the 2016/2017 school year, I had the opportunity (thanks to the *JA Italia organization* with the "Enterprise in Action" program) to have the experience of creating and running a mini enterprise (**No More Violence**). The work consisted of collecting data following a survey created by our enterprise and proposed both to individuals within our school and on the web via Social Networks. Subsequently, the data were analyzed and processed. The results obtained at the end were made available for consultation to CISL.

After this course, I successfully achieved at the **Entrepreneurial Skill Pass**.

ISTRUZIONE E FORMAZIONE

Higher Technical Diploma User Experience Designer

ITS Alto Adriatico Foundation [12/10/2020 – 31/08/2022]

Indirizzo: Prasecco Street 3/a, 33170 Pordenone (Italia)

Sito web: <https://www.itsaltoadriatico.it>

Campi di studio: User Experience Design

Livello EQF: Livello 5 EQF

- collaborare con il progettista del back end per assicurare coerenza tra interazione utente e flusso dei dati;
- progettare e implementare l'organizzazione strutturale del flusso dati e dell'interfaccia, nel rispetto dei requisiti di sicurezza;
- implementare l'interfaccia per la fruizione con diversi dispositivi;
- sviluppare/integrare componenti interattivi (animazioni, tocchi, tap, swipe, gestures...);
- integrare componenti per la fruizione con dispositivi di Augmented/Virtual Reality;
- valutare eventuali componenti da integrare nell'interfaccia, piuttosto che non realizzarli ex-novo (supporto per scelta make or buy);
- ingegnerizzare componenti all'interno delle interfacce;
- effettuare test di funzionalità e usabilità delle interfacce.

Diploma in Technical Computer Science

State Institute of Higher Education "Galileo Galilei" [15/09/2014 – 27/06/2020]

Indirizzo: Giacomo Puccini Street, 22, 34170 Gorizia (Italia)

Sito web: <https://www.isitgo.it/>

Campi di studio: Informatica

Voto finale: 65/100 – Livello EQF: Livello 4 EQF

- Sviluppo pensiero critico per adattarsi alla continua evoluzione tecnologica nel campo informatico

- Analizzare, progettare e gestire sistemi per l'elaborazione, trasmissione e acquisizione di informazioni
- Collaborare, nel rispetto del quadro normativo nazionale e internazionale, nella gestione di progetti inerenti la sicurezza e la privacy delle informazioni
- Relazionare e comunicare per operare autonomamente e in team
- Studio e comprensione dei fondamenti (sintassi, algoritmi, strutture dati) dei principali linguaggi di programmazione
- Analisi, progettazione di reti informatiche (casalinghe, piccole aziende)

COMPETENZE LINGUISTICHE

Lingua madre: **Italian**

Altre lingue:

English

ASCOLTO B2 LETTURA B2 SCRITTURA B1

PRODUZIONE ORALE B1 INTERAZIONE ORALE B1

COMPETENZE DIGITALI

Microsoft Office / Social Network / Sistemi operativi Windows 7, Vista, 8, 10 / Manipolazione digitale video/ foto/audio / C C++ / Java (Base) / Discreta conoscenza di Wordpress / Sviluppo sito web in wordpress / Editing foto, video e audio con Adobe Photoshop / Buona conoscenza di Software di editing video (Sony Vegas, Camtasia ecc.) / Unity - Base / Buona conoscenza Godot Engine / Buona conoscenza dei linguaggi di web Front End HTML, CSS, JavaScript / Bootstrap5 / conoscenza libreria leaflet / Figma (web prototyping) / AR / VR / Figma - Molto buona

PATENTE DI GUIDA

Patente di guida: AM

Patente di guida: B

PROGETTI

Design and development of the videogame "Science Field"

[01/03/2022 – 10/05/2022]

During my internship at *Divulgando S.r.l.*, I had the opportunity to design and develop the video game dedicated to the mobile market named **Science Field**, commissioned by the **OGS** (*Institute of Oceanography and Experimental Geophysics*).

The project consisted of creating a videogame for mobile devices to teach middle and high school kids, through the application of *gamification* concepts, about the Coriolis force, the force of gravity, and currents in various oceans.

Having a short time to develop and implement the project, I chose *Godot Engine*, a free open-source graphics engine.

I decided to use this development environment because using more famous competitors such as Unity, Unreal or GameMaker, would have required more time to spend on learning how to use the various tools they offer being much more complex.

From the second week, I started to develop the actual project, starting to make the first part of the game and later, towards the end of April I started to develop the second part. Also, I went to present it at the *Modena Play* fair in mid-May.

I am very satisfied with the final result having developed the project with my own strength, from design to development.

Link: <https://play.google.com/store/apps/details?id=com.divulgando.sciencefield&gl=IT>

ONORIFICENZE E RICONOSCIMENTI

2nd place in the 'Metti in gioco le tue idee' competition

Municipality of Gradisca d'Isonzo [17/07/2017]

The competition required the creation of a "SLOT FREE" logotype for the municipality of Gradisca d'Isonzo.

2nd place tied with the 1st classified.

Scores:

- Ability to render the objectives of the competition in an immediate way: 35/40
- Logo originality and creativity: 30/40
- Reproducibility and versatility of use: 25/40

Tools used:

- Adobe Photoshop

Link: <https://photos.app.goo.gl/kkZi32AdK75vwaos8>

HOBBY E INTERESSI

Calisthenics

To keep fit I like to practise Calisthenics, mainly free-body, bar and parallel bars exercises. I practise it outdoors, most of the time in designated parks.

Reading

I have always enjoyed reading from an early age, both in Italian and English. My favourite genres are horror and essays with a medical and psychological background (e.g. The Man Who Swapped His Wife for a Hat).

Around the time I started high school, I got into comics both American (DC Comics and Marvel) and Japanese (Manga). My favourite genre is seinen as far as Japanese comics are concerned, but for American comics I am a fan of both Batman and Spider-Man.

Hip-Hop Dance

I practice Hip-Hop at the dance school A.S.D. Ilydance Studio and participate in events related to it, such as battles.

Gaming

Ever since I was a child, I have always been attracted to everything in the world of technology, but especially to the world of gaming, from the various PlayStations to the PC.