

Summary

I am an Italian student moved to London to attend a Bs'c in Computer Games Programming at London Metropolitan University. I'm currently finishing the second year and I couldn't be happier of my choice. I enjoy coding and I'm a big fan of the Open Source community, as I believe it is the way to make technology accessible and development quicker, so it is (in my opinion) the way to pursue.

I'm open minded, I fluently speak English and I enjoy working with people

Work experience

Dream I.T Idn

2015-2016

IT Consultant

During the time I spent at DreamIT Idn, I met great people and I've had the honor to see the company grow from scratch up to when it has a full team of young people from designers to business directors. Weather it was for a hand in recruiting the right people for the right positions or just for an opinion about design and behavior of the ltd itself, I was there, learning about how quick it is (if you have the right motivation and leadership) to grow a successful and joyful business. During my time there, I also shaped my skills on everyday problem solving as DreamIT serves Happy ltd and its staff in every IT related issue encountered.

Accomplishments:

- Learning about windows network
- Team work skills
- Refining my knowledge of HTML, CSS, JavaScript

Education

Liceo Classico Statale Socrate

September 2010 - June 2015

Diploma di Esame di Stato

High School Diploma
Grade : 78/100

- Italian
- Mathematics
- Physics
- Science
- English
- Latin
- Greek
- History of Art
- History
- Philosophy
- P.E.

London Metropolitan University

September 2015 - June 2018

Attending my third year now

Bsc in Computer Games
Programming

Personal Skills

Mother tongue Italian

Other languages

English

Spanish

UNDERSTANDING		SPEAKING		WRITING
Listening	Reading	Spoken interaction	Spoken production	
8.5	8.5	7.0	7.0	6.5
IELTS				
A2				

Communication skills

I've been travelling around the world in my whole life, therefore I'm very versatile and I can easily improve my team-working skills.

Job-related skills

I can work under big pressure and keep my mind clear. I also always take my own responsibilities.

Technical Skills

Familiar Operative Systems	Familiar IDE's	Familiar Software's
Raspbian	Visual Studio 2015 or greater	MS Excel (or similar)
Ubuntu 14.04 or greater	Xcode	MS PowerPoint (or similar)
BackTrack – Kali Linux	Code::Blocks	MS Word (or similar)
OSX (10.12 or greater)	Arduino IDE	Putty
Windows (XP or greater)	Python IDE	Gimp
	DevKitPro	Fritzing

	Solid knowledge	Acknowledged about
Linux environment	<ul style="list-style-type: none"> • Bash commands and scripts • Unix system architecture • Programming in linux environment • Everyday problem solving 	<ul style="list-style-type: none"> • Ubuntu Server • Penetration testing • Virtual machines setup • Concept of building a network of things
Coding	<ul style="list-style-type: none"> • C++ <ul style="list-style-type: none"> ➤ General Object Oriented Programming Techniques <ul style="list-style-type: none"> ▪ Polymorphism ▪ Inheritance ▪ Containment ▪ Encapsulation ▪ Abstraction ➤ Standard Template Library <ul style="list-style-type: none"> ▪ Containers ▪ Algorithms ▪ Functors ➤ Graphics Programming <ul style="list-style-type: none"> ▪ OpenGL pipeline ▪ DirectX pipeline ▪ Shaders compilation and render ▪ SDL ▪ Matrix calculations and transformations ▪ Coordinates system in a 3d environment ▪ Coordinates system in a 2d environment ➤ Finite State Machine ➤ Predicate functions ➤ File handling (binary and plain text) 	<ul style="list-style-type: none"> • GLSL/HLSL (<i>the compile-render pipelines are fine, I just struggle a bit when it comes to lighting effects -although I succeeded in implementing HDR on one of my project-)</i> • C (<i>making use of the tonc library as a first final year project I wrote a failed remake of Mario for Game Boy Advanced -ARM processor-, I'm currently learning of IoT in C on another ARM based device)</i> • HTML, CSS, JavaScript (<i>mostly using a canvas element I've been using JavaScript quite frequently to write couple of games -with relevant web page- in the last year, the second one was in collaboration with other four programmers for a game jam)</i> • Python (<i>Really like this language, hate the syntax, I'm still working on it, so far I've achieved a game on a Micro:Bit device and a telegram bot -using the telegram bot API-</i>) • Java (<i>Still learning, but looking more than forward, I'm half-way through a manual by Rogers Cadenhead, which I have to say is just as neat.</i>) • UML
Micro Controllers	<ul style="list-style-type: none"> • Arduino <ul style="list-style-type: none"> ➤ Complete knowledge of the Uno board and pins ➤ Sketches programming ➤ Arduino IDE 	<ul style="list-style-type: none"> • Raspberry PI <ul style="list-style-type: none"> ➤ Having the device as a VPN access point ➤ Having the device as a storage point in a samba network

- Analog and Digital readings
- Serial communication
 - TX – RX between an Arduino to (USB) a Java program.
- Additional power supply
- Switching high voltage circuits using a relay
- Average knowledge of the modules and components

- Raspberry PI
 - Installation of Raspbian or any other OS
 - Knowledge of the system architecture
 - SSH into the device
 - Running the device headless
 - Fixing IP address
 - Installing drivers and setting up a 3.5-inch Touch Screen TFT LCD

- Micro:bits
 - python API

- Use of Fritzing

- Having the device running simple python bots

- Micro:bits
 - Embed code in C/C++ on the ARM processor
 - Use of yotta for linking directories
 - C/C++ IoT projects featured

- Serial
 - Communication
 - Inter Integrated Circuit
 - Serial Peripheral Interface
 - Asynchronous Serial Interface
 - Protocols