London

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**Filippo Maria Libardi**

Developer



**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 ldn**2015-2016 **IT Consultant**

During the time I spent at DreamIT ldn, 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**

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| **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. | |

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| **London Metropolitan University**       September 2015 - June 2018 | Attending my third year now | Bsc in Computer Games Programming |
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**Personal Skills**

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| Mother tongue | Italian | | | | |
|  |  | | | | |
| Other languages | UNDERSTANDING | | SPEAKING | | WRITING |
| Listening | Reading | Spoken interaction | Spoken production |  |
| English | 8.5 | 8.5 | 7.0 | 7.0 | 6.5 |
|  | IELTS | | | | |
| Spanish |  | | | | |
| A2 | | | | |

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| 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. |

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| Job-related skills | I can work under big pressure and keep my mind clear. I also always take my own responsibilities. |  |

**Technical Skills**

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| --- | --- | --- |
| **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 |

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| --- | --- | --- |
|  | **Solid knowledge** | **Acknowledged about** |
| **Linux environment** | Bash commands and scripts Unix system architecture Programming in linux environment Everyday problem solving | Ubuntu ServerPenetration testingVirtual machines setupConcept of building a network of things |
| **Coding** | C++  * General Object Oriented Programming Techniques * Polymorphism * Inheritance * Containment * Encapsulation * Abstraction * Standard Template Library * Containers * Algorithms * Functors * Graphics Programming * 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) | GLSH/HLSL *(the compile-render pipelines are fine, I just struggle a bit when it comes to lighting effects -altough I succeded in implementing HDR on one of my project-)*   * C *(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)* * HTML, CSS, JavaScript *(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](http://globalgamejam.org/2017/games/dark-light) *was in collaboration with other four programmers for a game jam)* * Python *(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-)* * Java *(Still learning, but looking more than forward, I’m half-way through a manual by* [Rogers Cadenhead](https://www.google.co.uk/search?safe=strict&sa=X&rlz=1C1CHBF_itGB744GB744&biw=1280&bih=869&q=Rogers+Cadenhead&stick=H4sIAAAAAAAAAOPgE-LRT9c3NErKtTTPLktX4tTP1TcwqzJMztaSyU620k_Kz8_WLy_KLClJzYsvzy_KtkosLcnILwIAFoghUDkAAAA&ved=0ahUKEwjr7oCc177UAhWlJcAKHbn1B38QmxMI7QEoATAQ)*, which I have to say is just as neat).* * UML |
| **Micro Controllers** | Arduino  * Complete knowledge of the Uno board and pins * Sketches programming * Arduino IDE * 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 | Raspberry PI  * Having the device as a VPN access point * Having the device as a storage point in a samba network * 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 * Comunication * Inter Integrated Circuit * Serial Peripheral Interface * Asynchronous Serial Interface * Protocols |