

## Curriculum Vitae

#### PERSONAL INFORMATION

# STEFANO VOLPE



) \*\*\*, 48022 LUGO (RA)

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🔽 stefano.volpe2@studio.unibo.it

Gender Male | Date of birth Aug 4 2001 | Nationality Italy

## PREFERRED JOB WORK EXPERIENCE

Academic researcher

Sep 2017 - present

## Sunday school teacher

I was asked to held Sunday school classes to children and young kids.

Parrocchia di San Francesco di Paola (Lugo), Via Giulio Fermini Mancini, 37 - LUGO (RA) Italy

Nov 2018 - Feb 2020

#### Tutor

As an upperclassman, I helped small groups of younger high schoolers with Computer Science. Liceo Scientifico 'Alfredo Oriani', Via Cesare Battisti, 2 - RAVENNA (RA) Italy

### Jun 2019 - Jul 2019

## IT technician and full-stack developer

As an IT technician, I set up workstations for the employees following the company standards. As a full-stack developer, I designed a simple, mock-up DBMS for a LAMP server.

Tozzi Group Srl, Via Zuccherificio, 10 - MEZZANO (RA) Italy

Business or sector Information systems, EDP, energy, gas, water, mining

## **EDUCATION AND TRAINING**

2020 - 2023

## **INFORMATICA**

EQF level 6

Alma Mater Studiorum - Università di Bologna - School of Science 1st level-cycle degree/Bachelor (3 years)

## Pre-university studies

Secondary school diploma: Scientific High School, Applied Sciences option School-leaving examination taken in (year): 2020 Italian secondary school diploma

## PERSONAL SKILLS

## Mother tongue(s)

## Italian

## Foreign language(s)

English French

	UNDERS	STAND	ING		SPE	AKING			WRITING
	Listening		Reading	Spe	oken interaction	Spoken production			
B2	Independent	B2	Independent	B2	Independent	B2	Independent	B2	Independent
A1	Basic	A1	Basic	A1	Basic	A1	Basic	A1	Basic

**English**: Upper secondary education diploma - Licei | Specialization: Applied Sciences Lyceum - Ministry of Education, University and Research

https://www.istruzione.it, 24 06 2020 - European level: B2

French: First degree secondary education diploma - Ministry of Education, University and Research (www.istruzione.it), 2015 - European level: A1

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2: Proficient user Common European Framework of Reference for Languages

## Communication skills

Through my volunteering activities as a tutor and as a Sunday school educator, I eventually refined my teaching skills, both with kids and adults. On the other hand, my high school experience in an Italian lyceum allowed me to gain experience as a public speaker.

## Organisational / managerial skills

Having to deal with Project-Based Learning both in high school and in university, I had to work in groups of up to five people. During these experiences, I had time to cultivate my methodical and systematic work style.

## Digital competences

SELF-ASSESSMENT									
INFORMATION PROCESSING	COMMUNICATION	CONTENT CREATION	SAFETY	PROBLEM SOLVING					
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user					

Digital competences - Self-assessment grid

## Basic digital competence:

**OFFICE AUTOMATION** 

Office Suite: Microsoft Office (Advanced)

### **COMPUTER PROGRAMMING**

Integrated development environments (IDE): Visual Studio Code (Advanced) | Javascript libraries: jQuery (Foundation) | Markup languages: CSS (Intermediate) , HTML (Intermediate) , LaTeX (Foundation) | Programming languages: Agda (Foundation) , C (Highly Specialised) , C# (Advanced) , C++ (Highly Specialised) , Haskell (Foundation) , Java (Advanced) , JavaScript (Intermediate) , Python (Intermediate) | Video game creation systems: RPG Maker (Advanced) , Unity (Intermediate) | Web Programming: LAMP - Linux Apache MySQL PHP (Intermediate) , PHP (Intermediate)

# SYSTEMS AND NETWORKS MANAGEMENT Operating systems: Linux (Advanced)

**DATA MANAGEMENT** 

Query languages: SQL (Advanced)

## **GRAPHICS AND MULTIMEDIA**

Raster graphic editor: Adobe Photoshop (Intermediate), GIMP (Intermediate) | Video Editing and Processing: Shotcut (Foundation)

### Other skills

I've practiced track and field for thirteen years: my favorite events were hurdling and triple jump. Nowadays, I still regularly exercise on my own.

My preferred reads are computer science manuals, manga concerned with mathematical games, and literary Modernism from the beginning of the twentieth century.

Finally, I'm particularly interested in (video) games part of the investigative, social deduction, or programming genres, especially when used in education.

## **Driving licence**

В

## **PUBLICATIONS**

## **Book chapter**

"Cratilo 2020. Breve ricerca dialogica del linguaggio della Verità" ; Alessia Argniani, Lorenzo Pepa, Stefano Volpe ; Linguaggi e mondo. Il potere della parola. Romanae Disputationes 2019-20 ; Loescher (2020)

www.amazon.it/Linguaggi-parola-Romanae-Disputationes-2019-20/dp/882013...

## ADDITIONAL INFORMATION

As a great fan of countercultures, I am not fond of the Big Tech industry. The same goes for its business models and their code 'quality' standards (i.e. working at Google is definitely not my dream job). Perhaps, that's the reason I value open source evangelism so much. Then again, everyday software development isn't really my thing: I'd rather focus on something more theoretical. If you want to make me happy, no need for performant hardware. A blackboard will suffice.