

Francesco Bonini

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in Francesco Bonini

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Profile

I would love to excel as developer in videogames or computer vision applications, but I'm always ready to explore exciting new alternatives. Thanks to my strong computer engineering background and my passion for continuous learning, I provide hands-on experience and a commitment to staying updated on the latest technological advancements.

Interests

Videogames/virtual applications, Virtual reality, Cybersecurity, Computer Vision

Professional Experience

Software Engineer, Alten Italia - Leonardo

Software developer for graphics interfaces in C++ and Qt for EFA simulator

2023 May – 2023 Oct

Turin, Italy

Education

M.S.C. in Computer Engineering, Polytechnic University of Turin

Final grade 103/110

2023 Apr

Turin, Italy

B.S.C. in Computer Engineering, Polytechnic University of Turin

2020 Jul

Turin, Italy

Certificates

IELTS [🔗](#)

Courses

Unreal Engine: Ultimate Survival Horror Course , <i>Udemy</i> ↗	2024 Feb
Unreal Engine 5 C++ The Ultimate Game Developer Course , <i>Udemy</i> ↗	2023 Oct
The Ultimate Git Course - with Applications in Unreal Engine , <i>Udemy</i> ↗	2023 Aug
Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games , <i>Udemy</i> ↗	2023 Jul
Security Soft Start , <i>OnStairs Academy</i>	2021 Oct

Projects

[UE5] Lyra Starter Game mechanics , <i>Adding Teleport, RewindTime, WallRun and WallJump abilities to the Lyra Project</i> ↗	
[UE5] Street procedurally generated , <i>Exploring PCG classes and tools</i> ↗	
[UE5] Simple Harmonic Motion , <i>Exploring Physics And Substepping</i> ↗	
[UNITY] Master thesis at Politecnico of Turin , <i>Virtual equine respiratory endoscopy system for educational applications</i> ↗	2023 Apr
Image processing and computer vision , <i>Real-time gesture recognition algorithm with OpenCV and Python</i>	2022 Sep
Happy Hippo Blender spot , <i>Computer graphics animation as a rework of a famous spot</i> ↗	2022 Jul
Computer Graphics , <i>3D modeling and rendering of a static scene in Blender</i> ↗	2022 Mar
Computer Graphics , <i>Interactive minigame in openGL</i> ↗	2022 Mar
[UNITY] Virtual Reality , <i>Desktop application with teaching purpose to discover the complex and fascinating world of ants starting from their point of view.</i> ↗	2022 Feb