

# Francesco Bonini



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in Francesco Bonini

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## Profile

I hold a Master's degree in Computer Engineering (Graphics and Multimedia) from the Polytechnic University of Turin. My academic and professional interests are focused on video games and virtual reality technologies, but I'm always ready to explore other areas as well

As an eager learner, I possess a strong commitment to continuous professional development and delivering excellence in the workplace. I have developed essential skills, including effective communication, teamwork, problem-solving, and time management, that allow me to work collaboratively with colleagues and deliver high-quality work.

Overall, I am excited about the opportunity to leverage my knowledge, skills, and passion to make valuable contributions in a dynamic and challenging work environment.

## Professional Experience

**Software Engineer**, *Alten Italia - Leonardo*

2023 May – 2023 Oct

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

Turin, Italy

## Education

**COMPUTER ENGINEERING, Laurea Magistrale (Master of science-level),**

2020 Sep – 2023 Apr

*Polytechnic University of Turin*

Torino, Italia

Graphics and multimedia

Final grade 103/110

**COMPUTER ENGINEERING, Laurea (1st degree and Bachelor-level),**

2016 Sep – 2020 Jul

*Polytechnic University of Turin*

Torino, Italia

**High School for Scientific Studies - Applied Science/s, Filippo Juvarra**

2016

Venaria Reale, Italia

## Skills

### GRAPHICS

Unity, Unreal Engine, Blender, OpenGL

### IMAGE AND VIDEO PROCESSING

Photoshop, DaVinci, GIMP, Python

### PROGRAMMING LANGUAGES

Assembly, C, C++, C#, Java, Javascript, Python

### DATA ANALYSIS

Database management (DBMS), SQL, MATLAB

### OPERATING SYSTEMS

Windows, Linux, Unix base systems

### VERSION CONTROL

Git

## Languages

### Italian

Native

### English

B2

## Certificates

- IELTS [↗](#)

## Interests

Videogames/virtual applications, Virtual reality

## Courses

<b>Unreal Engine 5 C++ The Ultimate Game Developer Course</b> , <a href="#">Udemy</a> <a href="#">↗</a>	2023 Oct
<b>The Ultimate Git Course - with Applications in Unreal Engine</b> , <a href="#">Udemy</a> <a href="#">↗</a>	2023 Aug
<b>Unreal Engine 5 C++ Developer: Learn C++ &amp; Make Video Games</b> , <a href="#">Udemy</a> <a href="#">↗</a>	2023 Jul

## Projects

<b>Master thesis at Politecnico of Turin</b> , <i>Virtual equine respiratory endoscopy system for educational applications</i> Software program designed to simulate an equine endoscopy procedure in collaboration with the Department of Veterinary Science of the University of Turin	2022 Oct – 2023 Apr
<b>Happy Hippo spot</b> , <i>Computer graphics animation as a rework of a famous spot</i> <a href="#">↗</a> Made in teamwork with blender. Video available on YouTube and my website	2022 Jul
<b>Computer Graphics</b> , <i>3D modeling and rendering of a static scene in Blender</i> <a href="#">↗</a> Video of scene presentation on YouTube <a href="#">↗</a> and my website	2022 Mar
<b>Computer Graphics</b> , <i>Interactive application in OpenGL</i> <a href="#">↗</a> Video presentation on YouTube <a href="#">↗</a> and my website	2022 Mar
<b>Image processing and computer vision</b> , <i>Real-time gesture recognition algorithm with OpenCV and Python</i>	2022 Sep
<b>Virtual Reality</b> , <i>Desktop application with teaching purpose to discover the complex and fascinating world of ants starting from their point of view.</i> <a href="#">↗</a> The application is made with Unity and Blender Trailer on YouTube <a href="#">↗</a> , app on Itch <a href="#">↗</a> and on my website	2022 Feb
<b>Web application</b> , <i>Website of Survey management in React Bootstrap, handling frontend and backend</i> <a href="#">↗</a> Source code on GitHub <a href="#">↗</a>	2021 Jul
<b>Software Engineering</b> , <i>Ezshop: application for small shops to support owners and managers</i> <a href="#">↗</a> Definition of requirement document, design document, GUI prototype, coding, unit testing e integration testing	2021 Jun