

Francesco Bonini

📍 Via Silvio Pellico, 10073 Ciriè, Italia

📅 20 Apr 1997

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☎ +39 3450869334

✉ bonini.francesco97@gmail.com

in Francesco Bonini

🐙 FrancescoB97

🔗 francescob97.github.io



Profile

I've obtained a BS Degree in Computer Engineering at Polytechnic University of Turin. Now I'm attending classes for my M.Sc. degree in Graphics and Multimedia.

My main interest concern Videogames and all related stuff.

I have the right mindset and skills to prove myself in the workplace since I'm an eager learner and I want to provide my best at work and with colleagues.

Education

Sep 2020 – present	COMPUTER ENGINEERING, Laurea Magistrale (Master of science-level) <i>Polytechnic University of Turin</i> Graphics and multimedia	Torino, Italia
Sep 2016 – Jul 2020	COMPUTER ENGINEERING, Laurea (1st degree and Bachelor-level) <i>Polytechnic University of Turin</i>	Torino, Italia
2016	High School for Scientific Studies - Applied Science/s <i>Filippo Juvarra</i>	Venaria Reale, Italia

Languages

Italiano
Native

Inglese
B2

Interests

- Computer Architecture
- Videogames/virtual applications
- Programming Languages
- Virtual reality

Skills

GRAPHICS (*OpenGL, Blender, Unity*)

PROGRAMMING LANGUAGES (*Assembly, C, C++, C#, Java, Javascript, Html, Python*)

DATA ANALYSIS (*Database management (DBMS), SQL, MATLAB*)

OPERATING SYSTEMS (*Windows, Linux, Unix base systems*)

CRYPTOGRAPHY and INFORMATION SYSTEM SECURITY (*Python, C*)

IMAGE AND VIDEO PROCESSING (*Photoshop, DaVinci, GIMP, Python*)

NETWORK MANAGEMENT (*Wireshark, Ettercap*)

Projects

Mar 2022

Computer Graphics

3D modeling and rendering of a static scene in Blender

Video of scene presentation on YouTube and my website

Mar 2022

Computer Graphics

Interactive application in openGL

Presentation video on YouTube and my website

Feb 2022

Virtual Reality

Desktop application with teaching purpose to discover the complex and fascinating world of ants from their point of view

The application is made with Unity and Blender

Trailer on YouTube, app on Itch and on my website

Jul 2021

Web application

Website of Survey management in React Bootstrap, handling frontend and backend

Source code on GitHub

Jun 2021

Software Engineering

Ezshop: application for small shops to support owners and managers

Definition of requirement document, design document, GUI prototype, coding, unit testing e integration testing

Jan 2021

Computer Architectures

Application for Keil uVision emulator of LandTiger board

Game "Blind Labyrinth". The user controls a robot equipped with movement sensors to reach the exit

Presentation video on YouTube and my website