

Francesco Bonini

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📅 20 Apr 1997

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in Francesco Bonini

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Profile

I hold a Bachelor's degree in Computer Engineering from the Polytechnic University of Turin, and I am currently pursuing a Master's degree in Graphics and Multimedia. My academic and professional interests are focused on video games and virtual reality technologies.

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.

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

Italian
Native

English
B2

Interests

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

Skills

GRAPHICS (*Unity, Blender, OpenGL*)

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

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*)

Projects

Oct 2022 – present

Master thesis at Politecnico of Turin

Virtual equine respiratory endoscopy system for educational applications

Software program designed to simulate an equine endoscopy procedure in collaboration with the Department of Veterinary Science of the University of Turin

Jul 2022

Happy Hippo spot

Computer graphics animation as a rework of a famous spot

Made in teamwork with blender. Video available on YouTube and my website

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

Video presentation on YouTube and my website

Sep 2022

Image processing and computer vision

Real-time gesture recognition algorithm with OpenCV and Python

Feb 2022

Virtual Reality

Desktop application with teaching purpose to discover the complex and fascinating world of ants starting 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