

Francesco Bonini

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📅 20 Apr 1997

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in Francesco Bonini

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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> Grapichs 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
- 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

Jul 2022	Happy Hippo spot <i>Computer graphics animation as a rework of a famous spot</i> Made in teamwork with blender. Video available on YouTube and my website
Mar 2022	Computer Graphics <i>3D modeling and rendering of a static scene in Blender</i> Video of scene presentation on YouTube and my website
Mar 2022	Computer Graphics <i>Interactive application in openGL</i> Video presentation on YouTube and my website
Feb 2022	Virtual Reality <i>Desktop application with teaching purpose to discover the complex and fascinating world of ants starting from their point of view.</i> The application is made with Unity and Blender Trailer on YouTube, app on Itch and on my website
Jul 2021	Web application <i>Website of Survey management in React Bootstrap, handling frontend and backend</i> Source code on GitHub
Jun 2021	Software Engineering <i>Ezshop: application for small shops to support owners and managers</i> Definition of requirement document, design document, GUI prototype, coding, unit testing e integration testing
Jan 2021	Computer Architectures <i>Application for Keil uVision emulator of LandTiger board</i> Game "Blind Labyrinth". The user controls a robot equipped with movement sensors to reach the exit Presentation video on YouTube and my website