



Francesco Weikmann

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Work: Via Giacomo Matteotti 91 , 38122 Trento (TN) (Italy)

EDUCATION AND TRAINING

Student

University of Trento, Computer Science, bachelor degree [25/07/2018 – 15/06/2022]

Address: Via Sommarive 9 , 38123 Povo (TN) (Italy)

Website: <https://www.disi.unitn.it/it>

Junior Developer

Bruno Kessler Foundation (FBK)

Address: Trento (Italy)

Website: <http://dcl.fbk.eu/>

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING B2 **READING** B2 **WRITING** B2

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

German

LISTENING A2 **READING** A2 **WRITING** A2

SPOKEN PRODUCTION A2 **SPOKEN INTERACTION** A2

PROJECTS

Biking-Improver

[01/06/2022 – 31/10/2022]

This project placed second in the OSS4SDG challenge proposed by United Nations and European Commission.

During my internship in FBK (Bruno Kessler Foundation) I developed a web-app that lets the user answer simple questions about cyclability about the city he lives in. By answering questions the user gathers points and can climb the leaderboard.

The code can be found on github.

In this project I created a system to create all the different missions that the user has to answer, I created the geometries that needs to be displayed on a map and I also developed the web-app in which the user can play. The web-app is thought to be used on the phone so if you want to try it on the computer I advice you to use the device mode.

Currently the website contains only the city of Trento and Ferrara, but in order to let everyone try the web-app the online version doesn't have a distance check for the questions, so you can just zoom in Trento or Ferrara to try answering questions.

In order to create the web-app, the missions and the geometries displayed in the map I used different softwares and programming languages such as:

- Vue.js
- MapLibre
- Ionic

- Javascript
- HTML
- CSS
- Tippecanoe
- Python
- Spatalite
- Auth0
- Turf.js
- And Others

The website is currently hosted on render.com on a free plan, because of that it needs a little time to load before working.

Links: <https://github.com/DigitalCommonsLab/bikingimprover> | <https://biking-improver.onrender.com/>

PipThePirate (Videogame)

[12/01/2022 – 22/02/2023]

I developed a 2D mobile endless runner game called "PipThePirate". The point of the game is to go as furthest as possible killing enemies and performing flips. The game can be found on the playstore.

Everything in the game was made by myself, including design, music programming, art and animation.

Link: <https://play.google.com/store/apps/details?id=com.RatMood.PipThePirate>

My Website/Portfolio

I made this website to showcase some of my skills. There you can find some of my projects and you can also contact me.

You can also interact with the element in the background.

Link: <https://francescoweik.github.io/>

The Little Guy (Videogame)

[Current]

I'm currently developing a videogame in my free time in order to improve my skills in animation, drawing and coding.

The programs that I'm using to create it currently are:

1. unity, c#
2. photoshop
3. after effects

There's a demo online (on google drive) that you can download and install on windows.

The demo can also be found on itch.io, in order to access the password is "CurriculumFrancesco". If for some reason the game doesn't start on the browser you can download it and start it on your computer on windows.

Everything you'll see there is made by myself, including animations, drawings and coding.

Links: <https://drive.google.com/file/d/1ljFnAaD6N54jayCsCuXD7YsmjSy-izgf/view> | <https://francescow.itch.io/my-videogame>

It's Always The Butler (Videogame)

[01/11/2022 – 30/11/2022]

I created an adventure point and click game for the game off 2022 game jam. During this game jam we had to create a game in a month by following the theme of clichés.

In this game you have to solve some puzzles in order to arrive at your boss room. You can interact with the environment by clicking the items in it and you can change the character you're controlling by using the right click.

The game was completely made by myself, including graphics and programming, with the exception of the sounds that were downloaded from opensource sources.

Link: <https://francescow.itch.io/its-always-the-butler>

Meteo Website realized for a university course's project

My team and I made a website that can be used to check the current weather and the forecast ones. The topic that the teacher gave us was the creation of a website in which we had to implement different APIs. We had to work using the "scrum method".

In the website the user can view the current meteo and the forecast ones. If a user signs up and logs in he has the possibility to create his own itinerary in which he can view the meteo of a certain location in a date that he chooses.

In order to realize the website we used:

- Nodejs
- Apiary
- Rest methods
- Database MongoDB
- Jest for testing
- React (a javascript's framework)
- deploy on Render
- Github
- API openweather
- API komoot
- our own APIs

Link: <https://meteo-website-group19.onrender.com>

HOBBIES AND INTERESTS

VideoGame Development, 3D and 2D Animation

Among my interests there's videogames and animation, in particular I'm trying to learn different softwares in order to create my own videogame and to find a work in the videogames field.

I worked with different softwares like:

- Unity3D
- Maya
- ZBrush
- Photoshop
- After Effects

Web Development

I like to code websites, in particular I enjoy the front end aspect of this field. I try to create unique styles and I'm improving by watching tons of tutorial on the internet.

PROGRAMMING LANGUAGES

Programming Languages And Softwares

I have experience with different programming languages and programming softwares like:

- Java
- Javascript
- Python
- React
- Html
- CSS
- Vue.js
- MapLibre
- Ionic

- Turf.js
- Flutter
- C++
- C
- C#
- SQL
- npm