Shader Development using Unity,
https://shaderdev.com/p/shader-development-using-unity-5
JANUARY 2018 — JANUARY 2019

References

References available upon request

Extra-curricular activities

Receptionist , Dimora Antico Borgo, Terricciola, Terricciola

JANUARY 2012 — JANUARY 2019

To pay for my studies I've joined the family business and start handling social media and welcoming customers for our B&B/ Apartment service in Tuscany. where I learn in-depth knowledge on how to work and relate with customers

Internships

Unity Developer (Microsoft HoloLens), Balzo Srl, Florence

MAY 2016 — SEPTEMBER 2016

After I've finished my first year at the academy, one of my professors offered me an internship at his company.

For four months I've worked hand to hand with senior developers using Microsoft HoloLens