



Riccardo Martinello

Software Developer | Computer Science Student

Phone: +393315804865

Email: rickyma686@gmail.com

LinkedIn: [/in/riccardo-martinello/](https://www.linkedin.com/in/riccardo-martinello/)

GitHub: [/IsThisDemi](https://github.com/IsThisDemi)

Website: riccardo.martinello.dev

Location: Vicenza, Italy

Can relocate to: Padua, Verona, Brescia, Milano, Modena

I'm a 23 years old software developer and computer science student based in Vicenza, Italy. I enjoy creating things that live on the internet, whether that be websites, applications, or anything in between. Skilled in Front-end Development. I have 5+ years of experience in HTML, CSS, C, C++, Bootstrap, Three.js. Hence, I have successfully completed several web projects from scratch. Yet, I learn continuously and never stop exploring new technologies.

Skills

I already know

HTML5 4/5 CSS 4/5 C 4/5 C++ 4/5 php 3/5 Bootstrap 4/5

Three.js 2/5 JS 3/5 Java 3/5 TypeScript 2/5 React.js 3/5 Astro 3/5

Angular 2/5 Tailwind CSS 2/5 PostgreSQL 3/5

I want to learn

pnpm Node.js NextJS Electron

Software I use

Blender 3/5 photoshop 3/5 Unity 3/5

Tools I use

Windows macOS Linux Visual Studio Code git XAMPP

I speak

Italian native English C1

Work experience

Software Developer

October 2024 - now

I hereby give consent for my personal data included in my application to be processed for the purposes of the recruitment process.

TEC Systems Engineering S.r.l.

TEC Systems Engineering S.r.l. (TecSen), founded in 2007 in Padua, Italy, specializes in developing advanced solutions for traffic management and Intelligent Transportation Systems (ITS). Through a partnership with La Semaforica, Italy's leading traffic control systems company, TecSen provides powerful and flexible tools to public administrations, system integrators, and private companies, contributing to urban innovation and improved mobility.

Technologies: Java, Angular

Projects

SnoutSpace

August 2024 - now

SnoutSpace is a social networking platform where users can create profiles, share photos, and engage with content from other users, similar to popular platforms like Instagram and DeviantArt. Whether you're an artist showcasing your latest work, a photographer sharing your favorite shots, or just someone looking to connect with others, SnoutSpace provides a fun and interactive space to express yourself.

Link: <https://snoutspace.vercel.app/>

Repository: <https://github.com/IsThisDemi/snoutspace>

Technologies: React.js, Tailwind CSS, TypeScript, Appwrite

PowsUp

September 2023 - now

PowsUp! is an Italian group for the organization and creation of Furry events in Lazio and Central Italy. My role in the group is to manage the website and the general IT infrastructure in collaboration with other three developers. We are actively developing a blog to post future events, it's still a work in progress but the main employed technologies are Astro and Sanity.

Link: <https://powsup.net/>

Repository: <https://github.com/PowsUp/website>

Technologies: Astro, Contentful, Tailwind CSS, pnpm, ESLint, Prettier

WhiskerWatcher

January 2024 - July 2024

Object-Oriented Programming University Project. The main objective was making a sensors application using C++ and Qt.

Repository: <https://github.com/IsThisDemi/WhiskerWatcher>

Technologies: C++, Qt

FitnessCenter

May 2023 - September 2023

WebTec University Project. The main objective was making a website using only plain HTML and CSS being full WCAG 2.1 Compatible, and using PHP to connect and manage data in a database.

Repository: <https://github.com/IsThisDemi/FitnessCenter>

Technologies: HTML5, CSS, php, JS

Svelasca

July 2023 - August 2023

Database University Project. The main objective was designing, creating, and filling a database in PostgreSQL for a fictional company respecting the given parameters, and show some queries using the PostgreSQL library in C++.

Repository: <https://github.com/IsThisDemi/progetto-basi-di-dati>

Technologies: PostgreSQL, C++

Oziverse

November 2018 - September 2020

Oziverse was a massive project, it was a social platform where people could build, share and play their own games. It had an active community and reached a peak of 60+ monthly active users.

Team size: 20 person

My role: Founder, Front-end Developer, Back-end Developer, Game Developer, Moderator

Company: None

Category: Website, Video Game, Forum

Technologies: HTML5, CSS, Bootstrap, php, JS, Three.js, Unity

Education

Bachelor's Degree

October 2020 - July 2025

University of Padova

Bachelor's Degree in Computer Science

Science High School

September 2015 - July 2020

Liceo scientifico G.B.Quadri

C1 Advanced

October 2018 - May 2019

Cambridge English

English language examination provided by Cambridge Assessment English. C1 Advanced looks to prove high-level achievement in English and is designed for learners preparing for university or professional life.

ECDL Full Standard

October 2017 - February 2019

AICA

ECDL is a worldwide recognised computer literacy certification programme.