PIETRO PREBIANCA
CURRICULUM VITAE

Born / **03/04/1994** Age / **28**
Place of birth / **ARZIGNANO (VI)**
Nationality/ citizenship / **Italy**
Via Fabio Filzi 104, 36078 VALDAGNO (VI)
Via Fabio Filzi 104, 36078 VALDAGNO (VI)
Driving licence / **B** / **Car available**
ID / **4585152** updated on **12/06/22**

✉ **pietroprebianca94@gmail.com**

📱 **+39 3406168667**

🖥 kegbird.github.io/portfolio/...

SOFT SKILL

Autonomy **7/10**
Self confidence **10/10**
Flexibility/Adaptability **10/10**
Resistance to stress **8/10**
Ability to plan and organize **6/10**
Managing information **10/10**
Precision/Attention to details **10/10**
Learn continuously **10/10**
Achievement of objectives **10/10**
Entrepreneurial spirit and initiative **8/10**
Communication **8/10**
Problem Solving **8/10**
Team work **10/10**
Leadership **6/10**

FOREIGN LANGUAGE SKILLS

europass

MOTHER TONGUE(S): **Italian**

🎧 📖 💬 📣 ✒

| ENGLISH FAIR | B1 | B2 | B1 | B1 | B2 |

DIGITAL COMPETENCES

Self-assessment grid *europass*
Information processing **Proficient user**
Communication **Proficient user**
Content creation **Proficient user**
Safety **Independent user**
Problem solving **Proficient user**

EXPECTATIONS AND FEATURES OF THE DESIRED JOB

ECONOMIC SECTOR: **1.** computer science, data processing and acquisition / **2.** large-scale distribution / **3.** consultancy (management, legal, accounting, ...)

CAREER FIELD: **1.** Engineering and design / **2.** Information systems, EDP / **3.** Organization

PREFERRED DISTRICT TO WORK IN: **1. MILANO** / **2. BRESCIA**

Career Goal

I love video games from an early age.
This led me to develop them alone and in a group (at game jams), covering roles several times: programmer, animator and 2d artist and composer.
I am a programmer and my dream is to become a gameplay programmer.

🎓 ACADEMIC STUDIES

MASTER'S DEGREE
2017 - 2022

Università degli Studi di MILANO
Facoltà di Scienze e Tecnologie
Informatica (classe lm-18)
LM-18 - 2nd level degree in Computer Science
Dissertation/thesis title: Obstacle detection and classification through augmented reality and machine learning | Thesis supervisor: Dragan Ahmetovic
Age at graduation: 28 | Official duration: 2 years
Final degree mark: **108/110**
Graduation date: 09/06/2022

BACHELOR'S DEGREE
2014 - 2017
CERTIFIED TITLE

Università degli Studi di VERONA
Dipartimento di Informatica
Informatica
L-31 - 1st level degree in Computer Science
Dissertation/thesis title: ANALISI E CLASSIFICAZIONE DI GESTI 3D ACQUISITI TRAMITE LEAP MOTION | Thesis supervisor: GIACHETTI ANDREA
Age at graduation: 23 | Official duration: 3 years
Final degree mark: **105/110**
Graduation date: 22/11/2017

TECHNICAL CERTIFICATE
VALDAGNO
2014

Industrial Vocational School
V.E.MARZOTTO , VALDAGNO (VI)
School-leaving examination mark: **75/100**
Kind of secondary school diploma: Italian secondary school diploma
Kind of secondary school attended: Public school

💻 INFORMATION TECHNOLOGY SKILLS

OFFICE AUTOMATION
Spreadsheets: Google Calc, LibreOffice Spreadsheet (Highly Specialised) | **Word Processors:** Google Doc, LibreOffice Write (Highly Specialised)

APPLICATION SOFTWARE
CAD - Assisted Design: (Advanced)

COMPUTER PROGRAMMING
Integrated development environments (IDE): Visual Studio, XCode, Android Studio, IntelliJ (Highly Specialised) | **Mobile Application Development:** Swift, Java (Advanced) | **Programming languages:** C, C#, C++, OCaml, Java, Python (Highly Specialised) | **Video game creation systems:** Unity C# API (Highly Specialised) , Unreal Engine Blueprint/C++ API (Intermediate) | **Web Programming:** HTML, CSS, JS (Foundation)

SYSTEMS AND NETWORKS MANAGEMENT
Operating systems: Microsoft Windows, Mac OSX, Ubuntu (Highly Specialised)

AVAILABILITY FOR BUSINESS TRAVELS:
Yes, even frequently

AVAILABILITY TO RELOCATE ABROAD:
Yes, even in non-European countries

DATA MANAGEMENT

GRAPHICS AND MULTIMEDIA

DBMS: MySQL, PostgreSQL (Advanced)

Photoshop, Gimp, After Effect, Sony Vegas, Blender (Highly Specialised)