



## Marco Ferrarese

ID: CA18806PU

Date of birth: 24/07/2008

Place of birth: Padua, Italy

Nationality: Italian

Gender: Male

## CONTACT

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## ABOUT ME

I'm a fourth year student at the ITI F.Severi technical high school. My main goal is to be the best in my class, I also know that I'm not and this drives me to strive to learn new strategies, ideas, informations, etc. I'm a fast learner once i understood the base idea, reframing it and adding my personal competence in it. I actively help my classmates who need support by mentoring them while working through challenging material.

## EDUCATION AND TRAINING

**12/09/2022 – CURRENT** Padua, Italy

**High school degree** ITI F. Severi Technical High School

At the end of the fourth year, ITI "Severi" **students in the IT course** of study can:

- Identify and choose the appropriate IT tools with respect to their functional characteristics.
- Use analytical and critical thinking skills for problem solving tasks, elaborating appropriate solution proposals, both in terms of computer algorithms and their implementation.

**Address** Via luigi pettinati, 46, 35129, Padua, Italy | **Website** <https://www.itiseveripadova.edu.it/> | **Field of study** Software and applications development and analysis , Database and network design and administration , Inter-disciplinary programmes and qualifications involving Information and Communication Technologies (ICTs) | **Level in EQF** EQF level 4

## SKILLS

### Digital skills

- Extensive use of Windows and Linux(Kali, debian).
- Familiar with GSuite (Docs, Sheets, etc.), Microsoft Office (Word, Excel, etc.), LibreOffice (Writer, Calc) and iWork (Pages, Numbers, etc.).

### IT skills

Design and implementation of:

- algorithms and applications in procedural-oriented programming languages (C, C++, Python);
- algorithms and applications in object-oriented programming languages (Java, Java Swing);
- web pages which follow W3C standard (HTML, CSS, JavaScript, Bootstrap framework);
- videogames in different game engines (Unity, Godot).

Experienced user of Visual Studio Code, Visual Studio Community, Geany, IntelliJ.

### Interpersonal skills

#### Teamwork:

- Usually integrates well among team members;
- Able to work under pressure;
- Helps team members who need support by mentoring them while working on challenging tasks.

## LANGUAGE SKILLS

**MOTHER TONGUE(S):** Italian

**Other language(s):**

**English**

**Listening** B2

**Spoken production** B2

**Reading** B2

**Spoken interaction** B2

**Writing** B2

*Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user*

## JOB APPLICATION

### **Developer**

## PROJECTS

**07/07/2025 – 12/07/2025**

### **Advanced Algorithms Summer School**

I was selected to attend the Advanced Algorithms Summer School at the University of Venice following a competitive admission process. This intensive program provided me with the opportunity to substantially refine my programming techniques and deepen my analytical approach to algorithmic problem-solving. The rigorous curriculum enhanced my capacity to design efficient solutions for complex computational challenges and strengthened my methodological approach to technical study. This experience proved instrumental in consolidating my theoretical foundation while developing practical skills applicable to real-world software development scenarios.

**19/11/2023 – 30/03/2024**

### **"Informatica x Gioco = Regole + Fantasia" game contest**

I participated in a game development competition organized by the University of Camerino (Macerata - Italy), collaborating within a team of four students. This experience enabled me to develop technical competencies in video game design and implementation, while simultaneously refining my coordination and problem-solving abilities in a collaborative work environment.

**28/09/2025 – 28/09/2025**

### **Daydream Padua - Hackclub Padua**

I participated in a hackathon (ICT marathon) organized by the HackClub of Padua. In this 9-hour experience allowed me to improve my adaptability to new environments (as programming in a new programming language and game engine) while collaborating with new team members, enhancing each other's strengths and weaknesses.

## HOBBIES AND INTERESTS

### **Sport**

I'm into sports, especially motorsports of any kind (from motorbikes, to cars, to trucks) and water polo.

### **Passions**

I am deeply committed to emerging technologies, how fast do they develop, the kind of potential they have, the opportunities they create.

I am strongly driven by engines, mainly internal combustion ones. I have a profound interest in how do they work, their role that they used to have in the world, the revolution and the economic benefits they generated.

## DRIVING LICENCE

**Driving Licence:** A1

11/09/2025 – 24/07/2035