



# MARCO MERLIN

XR/SOFTWARE DEVELOPER

## CONTACTS AND INFO

Birth date: 11/12/1996

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Rovereto, IT

## KNOWN TECHNOLOGIES

C/C++

C#

Typescript

Java

Python

PHP

SQL

Git

Qt

Spring Boot

Angular

Ionic/Cordova

Docker

Kubernetes

Unity

Unreal Engine

OpenGL

Windows/Linux

## LANGUAGES

Italian: Native

English: Fluent

## PROFESSIONAL EXPERIENCES

### XR/Software developer

Almaviva - Rovereto

(01/07/2020 - ongoing)

- Design and development of desktop applications with Qt.
- Design, development and maintenance of Angular front-ends.
- Design and development of hybrid mobile apps.
- Design and development of REST APIs with Java.
- Design and development of singleplayer and multiplayer XR applications with Unity.
- Design and development of virtual reality applications in the rehabilitation field with Unity.

### Computer science teacher

Itt Buonarroti - Trento

(12/01/2019 - 08/06/2019)

- Preparation and delivery of theoretical and practical lessons.
- Preparation of supplementary teaching material.
- Student grading through interrogations, homeworks, written and practical exams.

### Internship

Fondazione Bruno Kessler - Trento

(05/03/2018 - 09/06/2018)

- Design and development of an augmented reality application in Unity.

### Mentoring

Liceo scientifico Galileo Galilei - Trento

(01/03/2017 - 20/05/2017)

- Preparation and delivery of practical game development lessons with Unity and Unreal Engine

## EDUCATION AND TRAINING

### University of Trento

Master's degree in computer science

(11/09/2018 - 23/07/2021)

Score: 110/110

### University of Trento

Bachelor's degree in computer science

(11/09/2015 - 23/07/2018)

Score: 92/110

### Itt Buonarroti Trento

Highschool diploma in computer science

(11/09/2010 - 09/06/2015)