CORDIOLI MATTEO

COMPUTER SCIENCE ENGINEER
GITHUB - ITCH.IO

ABOUT ME

I'm looking for new experience and tons of things to learn. I have always had a huge passion in videogame and in particular in the development process, from the idea to the release of the final product. I like to share my achievements and work in teams.

EXTRA COURSES

July 2017 - August 2017
Online course of 35h:
C# Unity Game developer 2D
Udemy.com

July 2018 - August 2018
Online course 18h:
Learn to Create an RPG Game in Unity
Udemy.com

July 2019 - August 2019
Online course 20h:
Learn to Create a Rouguelike Game in Unity
Udemy.com

July 2020 - August 2020
Online course 20h :
Unity 2D Game Development Course Farming RPG
Udemy.com

CONTACT ME

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SCHOOLS ACHIEVEMENT

July 2015
North Carolina State University (USA)
Game Programming with C++

2013-2018
Liceo Scientifico Belfiore Mantova
Scientific High School

2018-2021
Politecnico di Milano
Bachelor degree in computer science engineering
Thesi: Digitalization of a board game by Cranio Creation

2021-2023
Politecnico di Milano
Master Degree in Computer Science and Engineering (English)
106/110
Thesi: A Framework to Assist Therapists with the Applied Behavioural Analysis.

PREVIOUS WORK EXPERIENCES

06/2023-Today
Opto Engineering
Software Engineer
Development of SDK for machine vision cameras in C++.

PROFICIENCY IN

Development languages:
C, C#, C++, Java, Python
Language:
Italian: native language
Englis: TOEIC 920/990