Michele Marazzi

Date of birth: 06/01/2001

Nationality: Italian

Gender: Male

CONTACT

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🌐 https://michele-marazzi-portfolio-dkxqgb8u6-micheles-projects-2016aa3f.vercel.app

europass

WORK EXPERIENCE

19/05/2019 – 19/09/2019 Viano, Italy

LGV programmer Elettric80

School internship with various task
1. LGV start up programming
2. LGV dynamic and static test
3. Quality check
4. Software testing and debug

EDUCATION AND TRAINING

Sassuolo, Italy

High school IT graduation IIS A.Volta

• OOP programming (C, C++, C#, Java)
• web development languages (Javascript, Php, Css, html)
• Database and data managment
• Network protocols
• Cyberg security

Address piazza falcone borsellino, Sassuolo, Italy ⎸ **Field of study** Computer science ⎸ **Final grade** 100

24/07/2020 – 05/12/2023 Modena, Italy

bachelor's degree in computer engineering Unimore

LANGUAGE SKILLS

MOTHER TONGUE(S): Italian

Other language(s):

English

Listening B2
Spoken production B2
Reading B2
Spoken interaction B2
Writing B1

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

DIGITAL SKILLS

PROGRAMMING LANGUAGES

Programming Languages - C,C++,Java,HTML and MS SQL server ⎸ Linguaggi di programmazione: Bash , Python, C++

FRAMEWORK

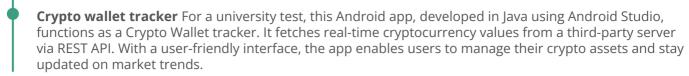2D ,3D Unity ⎸ Visual Studio - Visual C# ⎸ Codesys 3.5

SOFT SKILLS

Teamwork ⎸ Problem Solving Skills. ...

ADDITIONAL INFORMATION

Projects

Procedural mesh generation in Unity This bachelor thesis project explores procedural mesh generation in Unity using C#. The focus is on

implementing advanced algorithms for dynamic 3D mesh creation to enhance visual appeal and gameplay experiences in video games.

- **Crypto wallet tracker** For a university test, this Android app, developed in Java using Android Studio, functions as a Crypto Wallet tracker. It fetches real-time cryptocurrency values from a third-party server via REST API. With a user-friendly interface, the app enables users to manage their crypto assets and stay updated on market trends.

Hobbies and interests

- **Personal projects with Unity** 5+ years of hobby projects with Unity engine