Michele Marazzi

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WORK EXPERIENCE

LGV programmer
Elettric80 [19/05/2019 – 19/09/2019]

City: Viano
Country: Italy

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

High school computer science graduation
IIS A.Volta

Address: piazza falcone borsellino, Sassuolo (Italy)

Bachelor's degree in computer engineering
Unimore [24/07/2020 – 05/12/2023]

City: Modena
Country: Italy
Thesis: Procedural mesh generation in Unity

LANGUAGE SKILLS

Mother tongue(s): **Italian**

Other language(s):

English

LISTENING B2 **READING** B2 **WRITING** B1

SPOKEN PRODUCTION B2 **SPOKEN INTERACTION** B2

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

DIGITAL SKILLS

Programming languages
C++ / C / Java / C# / Python

Web
Html / CSS / Javascript / React / Next js

Database
2D ,3D Unity / SQL / MySQL

Software

Unity / Codesys 3.5 / Visual studio

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.

Space VR Game

A prototype VR space game where you have to drive a spaceship and fight against endless hordes of enemies. Developed for meta quest 2 in Unity and written in C#.

For more projects see my portfolio.