

# Michele Marazzi

Date of birth: 06/01/2001

Nationality: Italian

**Gender:** Male

## CONTACT



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https://michele-marazziportfolio.vercel.app/



### **WORK FXPFRIFNCF**

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

## **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

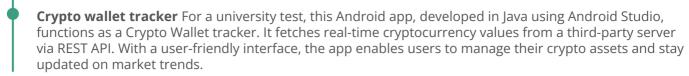
**SOFT SKILLS** 

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.



### **Hobbies and interests**

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