# DANIELE CARLI

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### **EXPERIENCE**

#### President

#### Southampton Video Game and ESports Society (SVGE)

## April 2022 - January 2023

- **♀** University Of Southampton, Southampton
- Managing the biggest society in the University of Southampton
- Organising ESports with ESports Communities
- Search and cooperate with sponsors
- Engaging with students to improve their experience within the society

### At Home Advertiser and Tech Support

#### TheFedr8tion

- Search Sponsors
- Advertise TheFedr8tion Esports tournaments
- Ensure Esports tournaments run accordingly
- Provide customer support as needed and answer any questions customers have

### **PROJECTS**

#### Rehearsal

#### ECS UoS - Azure and Google App Engine

Ctober 2023 - January 2024

- **♀** University of Southampton
- Programmed using JavaScript, Python, CSS, Express.JS, and HTML using Visual Studio Code.
- Uses these Azure Services: Speech-To-Text and Translation. Uses Google App Engine for deploying the website.
- A website to practice interviews using ChatGPT service to give tips while also allowing for peer review.
- Took leadership in pitching the idea, assigning roles, creating diagrams and documents of the project and leading the backend team.

#### Y2 - CW2 - ADVIZ

#### **ECS UoS - Java**

- **Q** University of Southampton
- The Year 2 Course Work of Programming in Java. Developed using Maven and JavaFX.
- Final Product: An App that allows for automatic graphing of customer and Ad data from Excel Sheets. Graphs can be manipulated to allow for more or less context
- Programmed in a group of 6 while supervised by fourth year students.
   Worked mainly on the back-end of software.
- Project Management used: Agile Methodology
- Took the lead as Project Manager and Project Communicator.

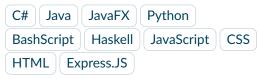
#### BloodMoon

#### Indie Game with indie team MoonZ Studio

- Programmed in C# using Visual Studio inside of the Unity Engine. Connects
  players using a peer-to-peer system done using the Riptide Networking
  Solution and Steam Relay.
- A multiplayer horror game on the Steam platform.

### **HARDSKILLS**

Coding Languages



Development Tools

Visual Studio		VS Code		IntelliJ
GitBash	LaTe	ex (	Unity	

• Cloud Development

Azure Google App Engine

• Typing Speed

Average 80 WPM

### **SOFTSKILLS**



# **EDUCATION**

#### 3rd year B.Sc. Computer Science

University of Southampton, Faculty of Engineering and Physical Sciences

October 2021 - on going

Predicted 2:1

A Level

Haileybury and Imperial Service College

## September 2019 - June 2021

- Computer Science A\*
- Maths A
- Economics B

## **LANGUAGES**

English Italian German



### **INTERESTS**

Game Development | Programming |
Sports | Software Engineering |
Cloud Development | Video Games