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

📅 Jan 2022– July 2023

– 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

📅 October 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

📅 February 2022 – May 2022 📍 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

📅 July 2023 – September 2023

- 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

  C# · Java · JavaFX · Python · BashScript · Haskell · JavaScript · CSS · HTML · Express.JS

- Development Tools

  Visual Studio · VS Code · IntelliJ · GitBash · LaTex · Unity

- Cloud Development

  Azure · Google App Engine

- Typing Speed

  Average 80 WPM

SOFTSKILLS

Team Work · Organization · Leadership · Enthusiastic · Responsibility · Hard Working · Creative · Dedicated · Friendly

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