

Edoardo Carrer

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EDUCATION

Università degli Studi di Milano

Milan, Italy

Master Bachelor - Computer Science

Sep 2020 - Apr 2024

- Program focused on Software development with an in-depth focus to all steps of Videogame design and development, from the realization of the main documents for project management to the final product, with also a strong attention on machine learning techniques and the underlying mathematics.
- Gained extensive knowledge of videogame engine Unity, C# language, Python language and AI design and implementation.

NECSTLab

Milan, Italy

Student Associate

Jan 2018 - Jun 2018

- Acquired effective soft skills with courses on leadership, communication, management, and goal mapping.
- Main project: Data analytics for Iterpro, a business intelligence solution built for football clubs, integrating data from every department into actionable insights for asset management.

Politecnico di Milano

Milan, Italy

Bachelor of Science - BS, Engineering of Computing Systems

Sep 2016 - Mar 2020

- Program characterized by a strong synergy between Applied Mathematics, Computer Science and Engineering.
- Achieved profound understanding of modern mathematical and computer science methods to handle concrete problems.

PROJECTS

Adrenalina

Milan, Italy

Java desktop application

Mar 2019 - Jul 2019

- Developed a desktop version of the cardboard game “Adrenalina” in Java for academic purposes.
- “Hands on” experience with modern design patterns for a medium-large scale software.

Synth&Synners

Milan, Italy

PC game(Game Designer/ Game Programmer)

Apr 2021 - Jun 2021

- Online racing game developed with Unity engine and Photon framework.
- The experience focuses on working with project constraints and designing for specific target audiences.

Distributed and Pervasive System project

Milan, Italy

Java project

May 2021 - Jul 2021

- Developed a java project of a simulation of a Smart City and his delivery drones for academic purposes.
- “Hands on” experience with in-depth focus for architectures and communication approach in a distributed system.

Nanobot Wars

Milan, Italy

PC game(Game Designer/ Game Programmer)

Oct 2021 - Jan 2022

- Strategy game developed with Unity engine and Photon framework.
- The experience focuses on AI behavior and uses of Photon for online game, and in developing critical knowledge of game design.

Artificial intelligence for Videogames project

Milan, Italy

Unity project

Mar 2022 - Jun 2022

- Developed a project based on a specific AI technique: Goal oriented behavior.
- “Hands on” experience with focus on design and implementation of an AI algorithm for videogame.

Augmented Builder

PC game(Game Designer/ Game Programmer)

Milan, Italy

Aug 2022 - Nov 2022

- City-builder game with Unity engine and AR foundation & AR core frameworks.
- The experience focuses on AR technologies for mobile devices.

Advanced Intelligent Systems project

Unity project

Milan, Italy

Mar 2023 - Apr 2023

- Developed a project based on a specific AI technique: Reinforcement learning.
- “Hands on” experience with focus on implementation of Reinforcement learning on “Snake” game.

Fake Detection

Python project

Milan, Italy

May 2023 - Jul 2023

- Development and analysis of neural networks for image classification between real images and AI-generated images.
- “Hands on” experience with emphasis on the implementation techniques with PyTorch and deep neural network analysis.

Statistical methods for machine learning project

Python project

Milan, Italy

Sep 2024 - Dec 2024

- Development and analysis of neural network for image classification from Kaggle dataset “Muffin vs chihuahua”.
- “Hands on” experience with emphasis on the implementation techniques with Tensorflow and deep neural network analysis with cross-validation.

Videogame Design for Dignity:

Design and Development of a Video Game Based on Eye-Tracking (Thesis project)

PC game, Python project

Milan, Italy

Sep 2024 - Apr 2024

- Design and development of a 3D video game named Etherea based on eye tracking control for people with severe disabilities.
- The project was divided into a first phase of video game development in Unity with enormous attention to the accessibility of the controls, and a second phase of physiological data analysis with Python to make assumptions about the player experience and possible considerations about the effectiveness of the proposed levels.

JOB EXPERIENCES

Xerum SRL

Software Developer

Turate, Italy

Jul 2024 - now

- First experience in a small team to develop software solutions for managing and visualizing production and storage workflows in warehouses using RFID technology to optimize processes.
- I worked using .NET 8, Git, EF Core, Blazor, Unity, SQL, MQTT and MassTransit with RabbitMQ and also I developed a strong knowledge about the specific hardware involved. I performed physical tests interacting directly with customers to meet their needs, which helped me to have more confidence in technical communication.

CERTIFICATIONS

IELTS academic test

IELTS Milan

Nov 2019

SKILLS & INTERESTS

Skills: Unity Engine, RFID, Python, Java, C, C#, Git, Game Design.

Languages: Italian (native), English (B2 level).

Interests: Passionate about Videogames, football, F1 and technology innovations.