



Skills

programming languages

C#	●●●●●●
Java	●●●●●●
C	●●●●●●
Python	●●●●●●
HTML/CSS	●●●●●●
SQL	●●●●●●
Android	●●●●●●

Tools

Unity3D	●●●●●●
Blender	●●●●●●
Gimp	●●●●●●
Github	●●●●●●

Organizational and management skills

Teamwroking	●●●●●●
Communication	●●●●●●
Flexibility	●●●●●●
Project planning	●●●●●●

contacts

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🔗 <https://sketchfab.com/onzoalberto>
🔗 <https://onzoalberto.github.io/AboutMe>

Alberto Onzo

Full stack Developer

Work experiences

►Analyst Consultant

Capgemini, Rome | 09/2021 - Present

Work in progress

►IT Automation Developer

Kineton c/o Sky, Naples/Milan | 10/2020 - 08/2021

- ♦ Development of Python scripts for the automation of test cases on Sky set-top boxes using the Gherkin language.

►AR/VR Developer

Kineton, Naples | 02/2020 - 10/2020

- ♦ Development of multi-platform applications in C # with the creation of virtual environments using the Unity3D graphics engine and the Blender modeling software.
- ♦ Development of mobile applications in AR (ARCore) and VR (through the use of headsets such as Carboard, Oculus and HTC Vive).

Education

Università degli
studi di Salerno
2016 - 2020

Bachelor's degree in computer science, Fisciano(SA)

Thesis title: "Client-Server infrastructure for VR cyber therapy of phobias"

Graduation date: 20/02/2020 Final grade: 99/110

ITI A. Pacinotti
2010 - 2015

Technical Institute Diploma, Scafati(SA)

Address: Electronics and electrical engineering
Articulation: Electronic

Personal skills

Native language
Italiano

foreign languages

+ Listening: B2 Reading: B2 interaction: B2
Oral production: B1 Written production: B1

Other information

🚗 Driver's license
B

Personal data

I authorize the processing of my personal data pursuant to the Decree
Legislative 30 June 2003, n. 196 :

"Code regarding protection of personal data ".

Alberto Onzo