

# LUNGARELLA

## Raffaele

## 23.06.2001

CARIFE (AV), ITALY

Hi, my name is Raffaele Lungarella and I just graduated student from the University of Salerno with a Bachelor's degree in Computer Engineering.

I am a technology enthusiast with a passion for 3D art always trying to find a way to combine these two passions.

## Work Experience

### Flatmate - Fullstack Developer

Feb 2023  
/ Mar 2023

University of Federico II

Flatmate is a mobile application developed with Swift and Firebase while attending the Apple Foundation Program. The application is meant to help people living together to manage their finance and expenses. The project was developed with 4 other students.

### Trusty - Fullstack Developer

May 2023  
/ Aug 2023

University of Federico II

'Trusty' is a mobile application developed for my thesis project. The application is meant to help people to avoid spam calls and sites. The project was developed by a team of three. I was responsible for the Front-End development and the algorithm to detect spam websites.

### 3D Renderings - Digital Artist

Jan 2018  
/ Present

Freelance

I have worked on several projects for private clients, mainly for architectural and product renderings (check out my 'Artstation' page for my portfolio).

## Education

### University of Salerno, Fisciano

Sept 2020  
/ Sept 2023

Bachelor's Degree in Computer Engineering

**Thesis** - Trusty: un'applicazione per combattere lo Spam su iOS. Sviluppo Front-End e Algoritmo di Controllo Siti Spam

## SITES

 [GitHub](#)  
 [Artstation](#)

## LANGUAGES

HTML	●●●●●
CSS	●●●●●
Javascript	●●●●○
Typescript	●●●●○
Vue	●●●●○
Nuxt	●●○○○
Swift	●●○○○

### Heads Up

These are the language/frameworks I am currently studying. Check out my Github page to see a complete overview.

## SOFTWARES

blender	●●●●●
photoshop	●●●●○
substance painter	●●●●○
substance designer	●●○○○

## SOFT SKILLS

Teamwork

Flexibility

Conflict Resolution

Decision Making

Negotiation

Stress Management

Self-Motivation