



CONTACTS

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🌐 [Portfolio](#)

🌐 [Linkedin](#)

PROFILE

College student. Diligence and accuracy make me an indispensable figure within an organization. I enjoy working in teams, learning new technologies, and taking on challenging tasks that allow me to grow both personally and professionally.

HARD SKILLS

C/C++ • Java • SQL • Unreal Engine 4 • Swift • Core ML • C# • Unity • Version Control

SOFT SKILLS

Leadership • Team work • Public speaking • Problem solving • Creativity • Flexibility and adaptability

LANGUAGES

Italian - Native speaker
English - B2

Fabio Barbato

APP DEVELOPER

EDUCATION

September 2022 - June 2023

Apple Developer Academy | Student

- *Symphonyx / Accessible 3D FPS video game for iOS*
 - Developed 3D audio and game map with Unity
 - Developed gameplay in C#
 - Implemented haptic feedback with CoreHaptic
- *Chapter Chase / 2D video game for iOS*
 - Developed the game map with Unity
 - Developed gameplay in C#
- *Unori / App to teach ASL for iOS*
 - Created a machine learning model with CreateML
 - Implemented the model with CoreML
 - Used AVFoundation for camera usage.
 - Implemented Vision to recognize signs used by the user
 - Used AVKit to manage the video tutorials.

2018 - 2024

Bachelor's Degree in Computer Science and Technology |
Università degli Studi di Napoli Federico II

- *The Treasure Hunter / 3D FPS Videogame for Windows*
 - Developed 3D audio and textures with Unreal Engine 4
 - Created simple 3D models with Blender
 - Developed gameplay leveraging Blueprints
- *CineMates20 / Movie tracker app for Android*
 - Managed Azure services to take advantage of a PostgreSQL database
 - Developed internal functions in PL/SQL
 - Implemented TMDB API to take advantage of the movie catalog
 - Developed the functionality of the app in Java
- *Library of data structures*
 - Built libraries of main data structures as array, list, binary tree and matrix developed in C++

2018

Diploma | Liceo Scientifico F. Brunelleschi, Afragola