

Andrea Ricci

Curriculum Vitae

EDUCATION

- 2021-22 **Computer Game Development Master (1 year)**
UNDERWAY
University of Verona
- 2018-21 **Master's Degree in Computer Science**
110/110 WITH HONORS
University of Perugia
Thesis: Investigating the effect of data clustering on recommender systems' training.
- 2013-18 **Bachelor's Degree in Computer Science**
105/110
University of Perugia
Thesis: Classification of painting style using Weka libraries on mobile environment.


WORK HISTORY


- APR 2015 – JAN 2019
One Investigazioni S.r.l.
Security Guard
Security service in places open to the public at sporting, entertainment and exhibition events.
- SEP 2019 – OCT 2019
University of Perugia
Curricular internship
Implementation of an implicit feedback recommender system in the pharmaceutical field in collaboration with Fidelity Salus S.R.L.
- APR 2019 – JUN 2019
University of Perugia
Computer science tutoring
Tutoring for the "Computer Science I and II" course for the Bachelor's degree program in Maths.


LINGUE


- ITALIAN Native
- ENGLISH Upper-intermediate

n | Perugia, 01/02/1993

 | [REDACTED] (PG), Italy

 | [REDACTED]

 | andrearicci500@gmail.com

 | **Portfolio:** [riccio93.github.io](https://github.com/riccio93)

SKILLS

- LANGUAGES C++, C#, C, Python, Java, SQL
- GAME ENGINES Unreal Engine, Unity
- MISC Git, LaTeX, Windows, Office

SOFT SKILLS

Communication, adaptability, teamwork, work under stress capabilities acquired also in the multi-year experience in contact with the public as a security guard.

Organizational skills, accuracy and precision on the job.

RECENT ACADEMIC PROJECTS

Of Planets And Guns (PC)

Role: AI, UI programmer

Engine: Unreal Engine 4

Language: C++

Rogue-like FPS set in space made by a team of 10 people as the final project of the GameDev Master. I mainly worked on enemies (gameplay, animation blueprints & AI using Behavior Trees and EQS), UI and the 3D main menu (Cine Camera).

Res Cogitans (PC)

Role: UI programmer

Engine: Unity

Language: C#

2D Puzzle/Action game made by a team of 4 people for the 2022 edition of the Global Game Jam.

ABOUT ME

Favourite videogames: JRPGs (Final Fantasy, Shin Megami Tensei, Pokémon, etc.), Action / Adventure games (GTA, Uncharted, Yakuza, etc.), Wrestling games.

Misc: Car owner, available to travel.