PERSONAL INFORMATION

Luigi Pennisi

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Luigipennisi14@gmail.com

TekAssist.altervista.org

Whatsapp-me   Linkedin

GitHub

Gender Male | Date of Birth 05/07/2003 | Nationality Italian

POSITION HELD

Student at 42 Roma Luiss

DESIRED JOB

Aspiring AI & Gameplay Programmer with a strong passion for immersive game worlds

EDUCATION QUALIFICATION

Industrial Technician, Specialization in Computer Science

VISION

The only career I see for myself is as a game developer. My passion for creating games is more than just a desire; it's a deep need to build virtual worlds so immersive that players can lose themselves in them, forgetting they are in a game as they explore, face challenges, and live unique experiences. I am committed to continuously improving my skills to develop games that feel like entire universes waiting to be discovered.
Why? Well, because I'm the first one who wants to get lost in them.

MAIN SKILLS

Experienced Programmer in:

- C, C++, GDScript, Java, Python, PHP

Game Development Skills:

- Very good knowledge of Godot 4
- Good knowledge of Unreal Engine 5
- Good knowledge of Maths and Algorithmic
- Gameplay Programming(C++, GDScript)
- Experience in Level Design
- Experience in AI Programming

PROFESSIONAL EXPERIENCE

01/02/2022 - present

IT Technician
Independent Worker TekAssist

- Problem Solving
- Freelance Developer
- It Tutor and Consultant

01/10/2022 - 31/12/2022

Erasmus Internship in Ireland

Intern at Magnus Monitor

- Assembly and Configuration of IoT Company Devices

  which monitor liquid inside tanks

EDUCATION AND TRAINING

01/10/2019 - 08/07/2022

High School Diploma - ITIS
Graduated with a score of 100/100
Iti B. Lucarelli of Benevento, Campania, Italy

- Knowledge and experience in C, C++, Java, JavaScript, and PHP.
- Expertise in Web and Web-App Development
- Introduction to Web Server Management and Configuration
- Database Development and Management
- Cybersecurity Knowledge
- Entrepreneurial Skills
- Mobile App Development in Android Studio

01/10/2022 - 20/06/23

University Student
La Sapienza University (RM) Department of Computer Science

Completed Exams:
- Fundamentals of Programming (**Python**) - 30/30
- Programming Methodologies (**Advanced Java**) - 26/30

08/01/2024 - present

Student at 42 Roma Luiss
42 Roma Luiss

- Unix
- Shell
- Algorithms & AI

29/01/2022

Certification CCNAv7: Introduction to Networks
Cisco Network Academy

- Certification: Link to view it

18/12/2020

Certification Introduction to Cybersecurity
Cisco Network Academy

- Certification: Link to view it

27/05/2022

Certification IT Essentials: PC Hardware and Software
Cisco Network Academy

- Certification: Link to view it

PERSONAL SKILLS

Native Language   Italian

Other Languages

COMPREHENSION		SPEAKING		WRITTEN PRODUCTION
Listening	Reading	Interaction	Oral Production	

English

B2	B2	B2	B2	B2
Self-assessment				

How did I learn it:

I didn't learn English through traditional courses or by taking exams to obtain certifications. Instead, I acquired it in a more practical way by speaking it daily while playing online video games with friends from different countries. Communication was essential in these games, which pushed me to learn the language naturally.

Of course, I didn't just learn how to communicate; I also gained a solid understanding of grammar rules. Playing on the computer, I always took the opportunity to clarify any doubts about grammar, vocabulary, or idioms.

Additionally, I had the chance to participate in a three-month Erasmus program in Ireland, where I put my English skills to the test and improved them further every day. Despite the challenge, this experience proved that the years I spent learning through gaming had paid off remarkably well.

Driving License
- B   10/09/2021 – 05/07/2032
- AM   10/09/2021 – 05/07/2032

Sports

My favourite sports:

- Snowboarding
- Hiking
- Skydiving
- Calisthenics

My favorite Video Games:

Games
- New World: Aeturnum
- Fortnite (I've been a pro player)
- Valheim
- Palworld
- The Witcher 3
- The Forest
- Dragon Ball: Sparking! Zero
- Dragon Ball Xenoverse 2
- GTA 5
- Red Dead Redemption
- Pokemon (old games when I was a kid)

MY PROJECTS

Here are some of my most relevant projects, including Games, showcasing my skills in AI, gameplay mechanics, and level design.
Visit my GitHub page to view the source code and videos of most of my projects.

JTrash

Developed a card game called trash for PC in Java using JavaFX as an exam project.

- **Responsibilities**: Sole developer, responsible for game logic, UI, and animations.
- **Technologies**: Java, JavaFX.
- **Challenges**: Working with low-level rendering techniques, implementing game rules, designing an intuitive UI, efficient AI, handling user input.
- **Outcome**: Successfully built a fully functional card game with a user-friendly interface.
- GitHub Repository

Cub3D

Created an environment for a 3D game in C, rendering a maze using raycasting and the DDA algorithm, similar to *Wolfenstein 3D*.

- **My Responsibilities in the Team**: Game logic, memory management, map parsing and input handling.
- **Technologies**: C, MiniLibX library (for graphics).
- **Challenges**: Implementing raycasting and DDA, optimizing performance, fixing Fish-eye, handling memory management.
- **Outcome**: Successfully implemented a functional 3D maze environment with player movement and basic rendering.
- GitHub Repository

Dracula Rising

Currently developing a 2D platformer with retro characteristics as a personal growth project with the Game Development Club.

- **My Responsibilities in the Team**: AI development, game balancing, enemy behavior design, game logic.
- **Technologies**: Godot 4, GDScript.
- **Challenges**: Creating intelligent and engaging enemy behaviors, fine-tuning difficulty balance, .
- **Outcome**: Work in progress.

Alien Eggs

Developed my first 2D top-down game in *Godot* as an entry test to join the internal game development club of the 42 Network.

- **My Responsibilities in the Team**: Gameplay mechanics, enemies' AI, player movements and physics.
- **Technologies**: Godot 4, GDScript.
- **Challenges**: Implementing a good Level Design with low budget assets, implementing enemy AI, creating smooth player controls.
- **Outcome**: Successfully developed a functional 2D game and gained acceptance into the club.
- GitHub Repository

So Long   **Developed a simple mini-game for a school project using only the C programming language, without additional software.**

- **Responsibilities**: Sole developer, responsible for game logic and rendering.
- **Technologies**: C, MiniLibX library (for graphics)..
- **Challenges**: Working with low-level rendering techniques, managing game state and mechanics
- **Outcome**: Created a fully playable mini-game as a demonstration of programming fundamentals.
- GitHub Repository

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Minishell   **Developed my own simple shell in C based on the behavior of Bash.**

- **My Responsibilities in the Team**: Command execution, parsing, input handling, memory leaks management, implementation of shell behavior with special chars like pipes.
- **Technologies**: C.
- **Challenges**: Implementing a command-line interface, handling process management, managing special chars.
- **Outcome**: Successfully built a working shell capable of executing commands and managing processes.
- GitHub Repository

Philosophers   **Created a program in C that simulates the behavior of N concurrent threads based on the famous *Dining Philosophers Problem*.**

- **Responsibilities**: Sole developer, responsible for multithreading logic and synchronization.
- **Technologies**: C.
- **Challenges**: Implementing concurrency, avoiding deadlocks, optimizing thread synchronization.
- **Outcome**: Successfully created a working simulation of the *Dining Philosophers Problem.*
- GitHub Repository

KekBot   **Independently developed a fully functional trading bot for both mobile and Windows using Python and a trading strategy developed by a friend of mine. However, it is not currently in use, as the trading strategy implemented has proven to be neither secure nor consistently profitable.**

- **Responsibilities**: Sole developer, responsible for API integration, trading logic, automatization, user friendly and UI.
- **Technologies**: Python, Bybit API.
- **Challenges**: Implementing a reliable trading strategy, handling API rate limits, managing risk assessment.
- **Outcome**: Successfully created a fully operational bot, but it remains unused due to inconsistent profitability.
- Home Page *I have not shared the code publicly as I am unsure about the legal implications of doing so.*

Crypt & Lucky Coin   **Developed two Android apps using Android Studio.**

- **Responsibilities**: Sole developer, responsible for encryption logic and game mechanics.
- **Technologies**: Java, Android Studio.
- **Challenges**: Learning Android Development all on my own, implementing cryptographic functions, designing a user-friendly mobile experience.
- **Outcome**: Successfully created two functional Android applications.
- GitHub Repository

WebHall   **Participant in the annual (2022) Junior Achievement (JA) entrepreneurship competition with the *WebHall* project, which involved developing a web app that automatically creates and hosts websites for small and medium-sized businesses.**

- **My Responsibilities in the Team**: Web app development, automation, hosting implementation.
- **Technologies**: JavaScript, PHP, HTML, CSS, WordPress.
- **Challenges**: Automating website creation, implementing a robust hosting system.
- **Outcome**: Successfully developed a functional web app and participated in the JA competition.
- JA Italia

ItiCloud   **Together with two classmates, we created a Web-App for educational purposes implemented in our school labs to allow file sharing and note-taking among registered students.**

- **My Responsibilities in the Team**: Backend & frontend development, database integration.
- **Technologies**: PHP, MySQL, JavaScript, HTML.
- **Challenges**: Implementing a secure file-sharing system, managing user authentication, developing a user friendly web-app.
- **Outcome**: Successfully deployed a working educational web app.
- Link to report.

E-Library   **Developed a Web-App for managing my high-school library, allowing book borrowing.**

- **Responsibilities**: Sole developer, Full-stack development, database design, UI implementation.
- **Technologies**: Java, JSP, JavaScript, HTML.
- **Challenges**: Designing an intuitive user experience, handling book inventory efficiently.
- **Outcome**: Successfully implemented a functional library management system.

ATTACHMENTS

Certifications

- **CCNAv7: Introduction to the Networks**

CISCO. Corporate Social Responsibility
Certificato di completamento del corso

Cisco Networking Academy

CCNAv7: Introduzione alle reti

Lo studente ha raggiunto con successo le credenziali di livello studente per completare il corso CCNAv7 gestito dall'istruttore: Introduzione alle reti. Lo studente è stato in grado di:

- Configurare switch e dispositivi finali per fornire l'accesso alle risorse di rete locali e remote.
- Spiegare in che modo i protocolli di livello fisico e di collegamento dati supportano il funzionamento di Ethernet in una rete commutata.
- Configurare i router per abilitare la connettività end-to-end tra dispositivi remoti.

- Creare schemi di indirizzamento IPv4 e IPv6 e verificare la connettività di rete tra i dispositivi.
- Spiegare come i livelli superiori del modello OSI supportano le applicazioni di rete.
- Configurare una piccola rete con best practices per la sicurezza.
- Risolvere i problemi di connettività in una rete di piccole dimensioni.

Luigi Pennisi
Studente
ITI Bosco Lucarelli
Nome dell'Istituto
Italy   **27 May 2022**
Luogo   Data

Laura Quintana
Laura Quintana
VP & General Manager, Cisco Networking Academy

- **Cisco: IT Essential: PC Hardware & Software**

CISCO. Corporate Social Responsibility
Certificato di completamento del corso

Cisco Networking Academy

IT Essentials

Lo studente ha ottenuto con successo le credenziali di livello studente per completare il corso di IT Essentials gestito dall'istruttore. Lo studente è stato in grado di:

- Scegliere e installare i componenti appropriati per costruire, riparare o aggiornare dei personal computer.
- Dimostrare procedure di laboratorio sicure.
- Mostrare padronanza nell'uso di procedure di laboratorio sicure e nel corretto utilizzo degli strumenti per la manutenzione preventiva e il troubleshooting di personal computer.
- Eseguire l'installazione, la riparazione, la manutenzione e il troubleshooting dei sistemi operativi Windows.
- Spiegare il funzionamento delle reti locali e configurare i dispositivi per connettersi a LAN e internet.

- Configurare i dispositivi per la connessione a Internet e ai servizi cloud.
- Spiegare come configurare, riparare, aggiornare, fare manutenzione e troubleshooting di laptop e dispositivi mobili.
- Spiegare come configurare, proteggere e fare troubleshooting di sistemi operativi mobili, Mac e Linux.
- Installare e condividere una stampante per soddisfare le richieste del cliente.
- Implementare la sicurezza di base per host, dati e rete.
- Illustrare i ruoli e le responsabilità del professionista IT.

Luigi Pennisi
Studente
ITI Bosco Lucarelli
Nome dell'Istituto
Italy   **29 Jan 2022**
Luogo   Data

Anna M. Marmorale
Istruttore   Firma dell'Istruttore

- **Introduction to Cybersecurity**

CISCO. Corporate Social Responsibility
Certificate of Course Completion

Cisco Networking Academy

Introduction to Cybersecurity

For completing the Cisco Networking Academy® Introduction to Cybersecurity course, and demonstrating the ability to explain the following:

- Global implications of cyber threats
- Ways in which networks are vulnerable to attack
- Impact of cyber-attacks on industries

- Cisco's approach to threat detection and defense
- Why cybersecurity is a growing profession
- Opportunities available for pursuing network security certifications

Luigi Pennisi
Student
Consorzio CLARA
Academy Name
Italy   **18 Dec 2020**
Location   Date

Laura Quintana
Laura Quintana
VP & General Manager, Cisco Networking Academy

Authorization

I authorize the processing of my personal data under Legislative Decree No. 196/2003 ("Code regarding the protection of personal data").