Gaetano Trovato

Computer Scientist

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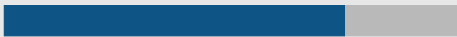- github.com/SilOmega
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Soft Skills ———

Teamwork

Time Management

Communication

Organisation

Problem Solving

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Hard Skills ———

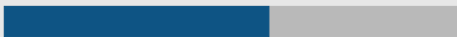**Algorithm Optimization**

Object Oriented Programming

Databases

Distributed Programming

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

About Me

Methodical and passionate Computer Scientist with good languages and databases background and with also a valid mathematical and physical knowledge. Following my curiosity about videogames' functioning and development, I went abroad to find a place with better job opportunities in this field. In the meanwhile, I decided to take an Informatics PdG to further broaden my skills and to start a self taught study about videogames background through Unity and Unreal Engine projects.

Education

Sep 2018 - Nov 2019	**Postgraduate Diploma in Computer Science** University of Edinburgh, Edinburgh, United Kingdom
Sep 2014 - Nov 2017	**Bachelor of Science in Informatics** Università degli Studi di Milano-Bicocca, Milan, Italy Thesis: *"IDS' Evolution: Comparison between Snort and Newer Tools"* Grade: 107/110

Scholarships and Awards

2018 - 2019	Scholarship awarded by University of Edinburgh
2016 - 2017	Scholarship awarded by Università degli Studi di Milano-Bicocca
2014 - 2016	Scholarship awarded by CIDiS

Certificates

Jul 2017	**TOEFL iBT (ETS)** Total Score: 93/120
Jun 2014	**ECDL Certificate**
May 2011	Certificate of Completion of Autocad 2010 - 3D course

Languages

Mother tongue	Italian
Fluent	English

Experience

2019 - Present	**Videogames projects:** Unity and Unreal Engine projects made for self study focused on gameplay design and AI
2017	**Mobile game database:** A simple application that parsed HTML pages from a mobile game wiki to build a MySQL database and a basic UI made with Java Swing to make queries

Other informations

Relevant Computer Skills

Advanced	Java, C++
Intermediate	MySQL, Latex, Unreal Engine, Unity, C#
Basic	Lisp, Prolog, Rust, HTML, JavaScript

Other Relevant Knowledge

Distributed Systems, Database Management Systems, Animation & Visualisation, Software Architecture and Management