



Gaetano Trovato

Computer Scientist

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Soft Skills

Teamwork



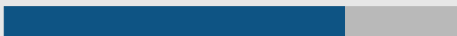
Time Management



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 a valid mathematical and physical knowledge. Following my interest in video games' functioning and development, I relocated in the UK to have better job opportunities in this field, took a postgraduate degree in Computer Science to further broaden my skills and started a self-taught study about video games using Unity and Unreal Engine.

Education

- Sep '18 - Nov '19 Postgraduate Diploma (PgD) in Computer Science
University of Edinburgh, Edinburgh, UK
- Sep '14 - Nov '17 Bachelor of Science (BSc) in Informatics
Università degli Studi di Milano-Bicocca, Milan, Italy
Thesis: *"IDS' Evolution: Comparison between Snort and Newer Tools"*
Grade: 107/110

Experience

- 2019 - Present Videogames projects:
Unity and Unreal Engine projects made during self-taught study, focused on gameplay programming 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

Scholarships and Awards

- 2018 - 2019 Scholarship awarded by The 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

Other informations

Relevant Computer Skills

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

Other Relevant Knowledge

Physics, basic calculus and statistics, DB theory, MySQL and DBMS theory and development, distributed systems and big data management, algorithms' design, analysis and optimisation, computer animation and visualisation theory, programming languages and their parallelisation, software architecture, process and management.