

# LUCA BAUDO

## CURRICULUM VITAE



Date of birth / 28/11/2002 Age / 23

Place of birth / NICOSIA (EN)

Armando Diaz 26, 94018 TROINA (EN)

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### FOREIGN LANGUAGE SKILLS

europass

MOTHER TONGUE(S): Italian



ENGLISH  
GOOD

B2 B2 B2 B2 B2

### DIGITAL COMPETENCES

#### DigComp

Information and data literacy **Independent user**

Communication and collaboration **Proficient user**

Digital content creation **Proficient user**

Safety **Proficient user**

Problem solving **Proficient user**

### EXPECTATIONS AND FEATURES OF THE DESIRED JOB

ECONOMIC SECTOR: 1. computer science, data processing and acquisition / 2. communication and telecommunications / 3. advertising, public relations

CAREER FIELD: 1. Engineering and design / 2. Organization

DESIRED JOB: **Web developer**

PREFERRED DISTRICT TO WORK IN: 1. TORINO / 2. VERONA

AVAILABILITY FOR BUSINESS TRAVELS:  
**Yes, but not often**

AVAILABILITY TO RELOCATE ABROAD:  
**Yes, but only in Europe**

### Career Goal

I would like to be able to apply my knowledge in the development of web technologies, as well as work in the field of video game development.



### WORK EXPERIENCES

#### Undergraduate Internship COURSERA

Computer science, data processing and acquisition (EN)  
08/2024 - 09/2024

Main activities and responsibilities: HTML e CSS, UX e UI, Version Control

Acquired skills and achieved objectives: Aver avuto la possibilità di affrontare delle sfide nell'ambito della progettazione web (front-end e back-end), esplorare i concetti di UX e UI ed entrare in contatto con l'utilizzo di Git  
Working as: other, self employed

#### other information

Currently employed: No



### ACADEMIC STUDIES

#### BACHELOR'S DEGREE

2021 - 2025



Università di Catania

Università degli Studi di CATANIA

Dipartimento di Matematica e Informatica

Informatica

specific field of the degree course: informatica  
L-31 - 1st level degree in Computer Science

Dissertation/thesis title: Crystal of Fate: Design and Development of a Room-Based Tower Defense Game with Strategic Upgrade Mechanics | Dissertation/thesis subject: Sviluppo di giochi digitali | Thesis supervisor: Luigi Claudio Viagrande | Dissertation/thesis keywords: Game, Round, Power-ups, Enemies, Unity

Age at graduation: 22 | Official duration: 3 years

Final degree mark: **108/110**

Graduation date: 26/09/2025



### FOREIGN LANGUAGE SKILLS

**English** Cambridge English Level 1 Certificate in ESOL  
International, Cambridge Assessment, Jun 2018 , **Europass level B2**



### INFORMATION TECHNOLOGY SKILLS

#### OFFICE AUTOMATION

**Office Suite:** (Intermediate) | **Presentation Software:** (Intermediate) | **Spreadsheets:** (Foundation) | **Web Browser:** (Advanced) | **Word Processors:** (Foundation)

#### APPLICATION SOFTWARE

**CAD - Assisted Design:** (Foundation)

#### COMPUTER PROGRAMMING

**Git** (Intermediate) | **Integrated development environments (IDE):** Visual Studio Code (Intermediate) | **Javascript libraries:** Bootstrap (Foundation) , React.js (Intermediate) | **Markup languages:** CSS (Intermediate) , HTML (Advanced) | **Programming languages:** C (Intermediate) , C# (Intermediate) , C++ (Foundation) , Java (Foundation) , JavaScript (Advanced) , Python (Foundation) | **Video**

**game creation systems:** Unity (Intermediate) | **Web Programming:** (Advanced) , Axios (Foundation) , Node.js (Intermediate)

**SYSTEMS AND NETWORKS  
MANAGEMENT**

**DATA MANAGEMENT**

**GRAPHICS AND MULTIMEDIA**

**Network architecture:** (Intermediate) | **Operating systems:** (Foundation)

**DBMS:** (Intermediate)

**Web graphics:** Figma (Intermediate)