



Chang Rai (Thailandia), 29/11/2004



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Chieti, Italy



tonyrandazzo.github.io/Portfolio-Site/

TECH SKILLS

- HTML, CSS
- Bootstrap, Tailwind
- Javascript
- Node JS
- React JS, Next UI
- Photoshop, Illustrator
- FireBase
- PHP/Laravel
- MySQL, PostgreSQL
- Unreal Engine
- Godot Engine
- Git/GitHub
- Postman
- Unity

SOFT SKILLS

- Teamwork
- Adaptability
- Collaboration
- Problem Solving
- Critical Thinking
- Communication

EDUCATION

LEARNING COURSE

Infobasic

2023-2024

HIGH SCHOOL

Liceo Classico Vittorio Emanuele II

2018-2023

LANGUAGE

Italian (native language)

English (B2 Cambridge Certificate)

TONY RANDAZZO

FULL STACK DEVELOPER

I'm currently studying to be a web developer and game developer. I'm constantly learning new skills and improve my current ones.

EDUCATION

○ INFOBASIC (2023-2024)

I'm attending a full stack developer course at Infobasic and I'm learning how to use Javascript and React JS for the frontend and mainly PHP/Laravel and MySQL for the Backend. I can use Firebase as a NoSQL database. In this course I learned OOP with JavaScript and PHP, creation of RESTful APIs to communicate with the frontend and handle user requests. I also know Node Js and Express for managing HTTP requests and create a backend server. We studied Git and GitHub for versioning and I can do a deployment. We studied API testing with Postman.

○ SELF-TAUGHT (2020-2024)

I started to interest in coding in 2019 through game development with Unreal Engine 4 using the Blueprint Visual Scripting system but I couldn't finish any project that I started because I hadn't a PC powerful enough. I have familiarity with the Unreal Editor and with materials, shading, animation, simple actions (such as switching lights through a button) and problem-solving in Unreal Engine.

One year later, I wanted to try 2D game development and I approached both Unity and Godot Engine and I stucked to Godot Engine until nowdays. I know a little bit of game design, I can make simple graphics with photoshop and Illustrator, I have familiarity with Godot Editor and GdScript (and a little bit of C#) and I can create small offline projects with a working database using cfg files, manage animation and optimize the game to be as light and performant as possible.

In 2023, I studied HTML, CSS and libraries like Tailwind and Bootstrap through courses on YouTube and Udemy.

○ QUALIFICATIONS

AT THE END OF THE COURSE

- PHP Developer Fundamentals on MySQL Environment
- JavaScript Coding Specialist (Knowledge Pillars)
- Web Development Essentials (Linux Professional Institute))

ALREADY ACHIEVED

- B2 Cambridge Certificate (First)
- Highschool Diploma (Liceo classico)
- WeCanJob Certificate (school-work alternance)
- Safety General training for workers (school-work alternance)