TONY RANDAZZO

FULL STACK DEVELOPER
GAME DEVELOPER

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

📅 Chang Rai (Thailand), 29/11/2004

✉️ randazzotony1@gmail.com

📍 Chieti, Italy

🌐 tonyrandazzo.github.io/Portfolio-Site/

TECH SKILLS

- HTML
- CSS
- Bootstrap
- Tailwind
- Javascript
- jQuery
- Typescript
- Node, Express
- React
- React Native
- FireBase
- Wordpress
- PHP
- Laravel
- SQL
- Godot Engine
- Git/GitHub
- Postman
- Unity
- Python
- PHPMyAdmin

EDUCATION

LEARNING COURSE

Infobasic

2023-2024

HIGHSCHOOL

Liceo Classico Vittorio Emanuele II

2018-2023

LANGUAGE

Italian (native language)

English(B2 Cambridge Certificate)

EDUCATION

INFOBASIC (2023-2024)

Full Stack Developer Course

- We studied how to use Javascript and React JS for the frontend and mainly PHP/Laravel and MySQL for the BackEnd.
- Firebase as a NoSQL database.
- OOP with JavaScript and PHP, implementation and creation of RESTful APIs to communicate with the frontend and handle user requests.
- Node Js and Express for managing HTTP requests and create a backend server.
- Git and GitHub for versioning and deployment.
- We studied TypeScript and Angular and React Native.

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SELF-TAUGHT(2020-2024)

Web Development

- In 2023, I studied HTML, CSS and libraries like Tailwind and Bootstrap through courses on YouTube and Udemy.
- I attended courses on Udemy that thaught me how to use HTML, CSS and Javascript and how to build a website with a CMS like Wordpress. I studied in autonomy from Udemy Python, jQuery and PHP.

Game Development

- I started to approach game development in 2020 with Godot Engine (GDScript) and Unreal Engine (Visual Blueprint).
- I sticked to Godot Engine for 2D and I can use plugins, API integration, simple AI, organize scenes and nodes, signals, HTTP requests, android exportation and release keystore.
- I have familiarity with Play Console and publications.

QUALIFICATIONS

Programming Qualifications

- **Full Stack Developer MERN Infobasic course (8 months)**
  - PHP Developer Fundamentals on MySQL Environment
  - JavaScript Coding Specialist (Knowledge Pillars)
  - Web Development Essentials (Linux Professional Institute))
- **Udemy Certificates**
  - Udemy Certificate (Web Developer/Web Designer)
  - Udemy Certificate (Web Development Basics)

Other Qualifications

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

WORKING EXPERIENCE AND IMPORTANT PROJECTS

- **Backend Developer in Team Company (3 months)**

  - Team Company is a debt recovery company. Worked mainly with javascript and NodeJS. I contributed to fix of problems in the software of the company realizing with a partner a web app that can identify and recognize a voicemail. Then, we used Docker and learned about Socket.io to use rooms to implement in the software of the company.

- **Game Developer in Booblis Entertainment (3 months and ongoing)**

  - Booblis Entertainment is a game publisher made by me and other two people that is newly born and we are currently working on project that is a mobile game made with Godot Engine and Firebase as database. There will be Google Services too (login and registration with Google Play Games, in-app payment).