



FRANCESCO MOCHI

DEVELOPER



francescomochi2002@gmail.com



Rome, Italy



+39 3476679703

Nationality: Italian



Birthdate: 18/11/2002



Driving Licence: B - Car

LANGUAGES

Italian
English
French
Spanish

Mother tongue



LinkedIn: <https://www.linkedin.com/in/francesco-mochi-1a8454328/>



Portfolio: <https://frenkpr.weebly.com/>



GitHub: <https://github.com/FrenkPr>



itch: <https://frenkpr.itch.io/>

EDUCATION

2021 - 2024 | AIV Videogame Programming course

Link: [AIV \(Accademia Italiana Videogiocchi\)](#)

2016 - 2021 | High School Diploma

"Information technology and telecommunications" - Rome

I.T.I.S. (Industrial Technical Institute High School) J. Von Neumann

Vote: 91/100

TECHNICAL SKILLS

- **Engines:** Unreal Engine, Unity, GameMaker.
- **Operating systems:** Windows, Linux, Android.
- **Main programming languages for game development:** C#, C++, C.
- **Other programming languages & skills:** GLSL (OpenGL), Java, Python, Assembly, HTML, CSS, JavaScript, PHP, jQuery, AJAX, MySQL, XML, Android XML, JSON, SSH, AI, FSM (Finite State Machine), Machine Learning.
- **Use of:** Git Bash, GitHub, GitLab, Git LFS and Git Fork.
- **Networks and systems:** client, server, network protocols (ISO/OSI model, TCP/IP model, IP address types, TCP, UDP, DHCP, DNS, VLAN, NAT, ACL, VPN), router configuration, Cisco Packet Tracer, integrity concepts and algorithms (MD5, SHA-256), cryptography protocols and algorithms (TLS, Diffie-Hellman, RSA, DES).

OTHER INFORMATION

- Willing to travel and relocate
- Available to work: onsite, remote, hybrid.

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- Skilled in using engines like Unreal Engine and Unity for game development with 3 years of experience in AIV academy.
- Extremely proficient in programming languages including C#, C++, C and Python for game development.
- Use of GLSL (OpenGL) to create software that render 2D textures and 3D models.
- Well experienced in using Java for creating programs that utilize cmd, dialog windows and GUI.
- Well-versed in C++ for developing programs that use cmd and sockets on Linux.
- Used Assembly to create games for the NES emulator and programs that use the DOSBox cmd.
- Used MySQL for creating and managing databases using phpMyAdmin.
- Very familiar with HTML, CSS, JavaScript, PHP, AJAX and JSON for creating websites and web applications using XAMPP, managing also registration and login forms.
- Use of Android XML and Java to create applications like a calculator and an accelerometer sensor application with Android Studio.

WORK EXPERIENCE

10/2023 - Present |

BO (Biggest One) videogame: *Operation Remode* - Role: Game Programmer

Team: Ragoo Rumble

Developed the videogame "Operation Remode", as part of a 9 person team during the 3rd year at AIV. Utilized Unreal Engine 5 for development. Game is planned to be released on Steam in February 2025.

10/2022 - 09/2024 |

Game Jams - Role: Game Developer

- *AIV internal GGJ 2024:* created a videogame with a team in one week as a Game Developer: "Shaky Tower".
Topic of the jam: "Unstable".
- *AIV internal GGJ 2023:* created a videogame with a team in one week as a Game Developer: "Kitchen Wall".
Topic of the jam: "Beyond the wall".
- *GGJ 2023:* created a videogame with a team in one week as a Game Developer: "Journey To The Roots".
Topic of the jam: "Roots".
- *AIV internal GGJ 2022:* created a videogame with a team in one week as a Game Developer: "New Life OS".
Topic of the jam: "Grow up".

09/2019 - 06/2021 |

Main PCTO (Path for Transversal Skills and Orientation) activities:

- *Elis:* An open week for career guidance: active lab for Cyber security and innovative energies; inspirational talks and CEO interviews.
- *JSON webinar* with Oracle.
- *Lazio Innova:* Creation of "TaxiNet" project: how to drive a taxi by remote. Duration of a day.
- *Realization of "SaferTech" project:* opening a door with a bracelet. Project made with Arduino.