Daniele Petracca

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Profile/Summary

I'm very **creative**, **intuitive**, **curious**, and **empathetic**, so I've found programming the perfect tool for expressing myself. I graduated in computer science, defending the thesis in the subject of Game Design and Development: "Detection and Visualization with Graphs of network traffic anomalies". I am an Indie Game Developer, with numerous projects completed, mainly with the Unity game engine. In the past, I worked as a Data Analyst and a Full-stack developer. I am looking for a job position that allows me to express my creativity, improve my soft and technical skills and meet new people to interact with, to grow as a person and as a professional.

Key Skills

Proficient

- **Unity Engine and C#**: Experienced with Desktop development. Proficiency in android 2D and 3D development, Play Store publishing and advertising via Unity Ads. Experience with XR development and packages (XR Interaction Toolkit, Oculus integration SDK). Experience with many Unity systems and libraries (Animations, Input Actions, Particle system, UI components, Audio, JSON, Networking etc.).

- **Javascript**: Experienced with the P5.js and pixi.js libraries. Good knowledge of the G6 visualization engine.

- **Python**: Experienced in Backend development with the Flask micro-framework. Experienced with pandas and NumPy libraries.

- **NGINX web server**: good knowledge of the NGINX web server and its customization. Good knowledge of C++ plugin integration and development.

Intermediate

- Unreal Engine, C++, and blueprints   - HTML   - CSS

- Git   - MySQL   - C

Novice

- Microsoft Power Platform   - Microsoft .NET   - Java

- IONIC

Languages

-English: Professional (B1)

-Italian: Native

Education

Degree in Computer Science

University of Molise, Isernia (Sept 2015 – Oct 2022)

> Vote: 103/110

> Most important subjects: OOP, Game Design and Development, Web and Mobile Development, Math, Physics, Algorithms and Data Structures, Artificial Intelligence.

CRM Developer Academy

Digital Thinks (Sept 2021- Nov 2021)

> I have deepened programming with C# and Javascript. I learned database creation, maintenance and query building using SQL Server.

High School Diploma, Information Technology

ITIS G. Marconi (Sept 2010 – July 2015)

> Vote: 88/100

> Most important subjects: Object Oriented Programming, C and Java programming languages, Operative Systems, Math.

Work Experience

Digital Video (Rome)

Full-stack Developer (Nov 2022 – April 2023)

I developed functionalities of Digital Video products, mainly using Python for Back-end and Javascript for Front-end. I also learned the use and customization of the NGINX web server and the development and integration of modules using the C and C++ programming languages. I used libraries for media processing, as FFmpeg and OpenCV.

Collaboration with Dromic

Unity Developer (April 2022 – October 2022)

For my thesis work I collaborated with Dromic, a company specialized in 2D and 3D data visualization, to create a 2D web application using G6, a visualization engine, for showing with graphs network traffic anomalies. In the most important phase I developed a VR application with Unity to increase user interaction and immersion.

Azeltech (Campobasso)

Junior Data Analyst (Sept 2020 - Mar 2021)

- Conversion and analysis of data in the health sector, carried out in collaboration with the regional health company with the aim of improving its quality.

- creation of reports aimed at healthcare personnel which highlighted the errors and the most relevant data.

Achievements

Developed and published a mobile game: Gravity Swap, available on Play Store

Unity Developer (Oct 2021)

I developed and published Gravity Swap, a 2D endless runner video game made in C# with the Unity engine, available for android devices on the Google Play Store.

Link: https://play.google.com/store/apps/details?id=com.PersistentGameStudios.GravitySwap

Collaboration with Unimol (University of Molise, Isernia)

Front-end Developer (Jan 2017 - July 2017)

During the software engineering course at my university, in collaboration with my fellow students, I contributed to make the application of Unimol, made using the Ionic framework. The programming languages used were Typescript, Javascript, HTML and CSS.

Hobbies and Interests

in addition to my passion for making and playing videogames, in my free time I like to play the piano and sing. In the past I was the singer and front man of a band. These experiences in the musical field have allowed me to develop my creativity, as well as the ability to interact with the public and with a group of people.

In the past I have also been part of the cultural association of my town, with which I have organized events and city festivals. I play various sports, including swimming, skiing, running.

Duronia (CB), May 22, 2023