

PERSONAL INFORMATION

Manzella Federico

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WORK EXPERIENCE

Computer hardware repair technician

- computer maintenance and replacement of damaged components
- cleaning of desktop and laptop computers
- malware removal

ICT system administrator

- choice of components of a computer based on customer requests (purpose and budget)
- checking the correct operation of the appliance
- installation of operating system and related software
- advice for any component upgrades (even for small servers)

2019–Present Game Designer and Developer

- conception and design of an online Board Game video game, currently under development, in JavaScript - Node.js

2020–Present Game Developer e Game Designer

- Currently I am developing a platformer type videogame based on a pseudo-realistic physics of magnets., in Unity (now switched to Godot).

04/2020–04/2020 Game Developer and Designer

- a hyper casual game for Android is currently being published on the Play Store (waiting for approval)

2020–Present Game Developer and Designer

- currently working on a Rhythm Game for Android developed with Godot (but previously published made with Unity for a Game Jam)

EDUCATION AND TRAINING

2018 Udemy Courses

Node.js: The Complete Guide to Build RESTful APIs

2009–Present Independent training (self-taught)

• Programming

- Python (manual: *Learning Python* di Mark Lutz; sito: [HTML.it](https://www.dbooks.org/doc/learning-python/))
- C e C++ (manual: *Sistemi Intelligenti Naturali Artificiali, Programmazione C/C++* di Lorenzo Natale e Matteo Brunettini; *Practical C Programming* e *Practical C++ Programming* di Steve Oualline)
- BASH, awk, sed (manual: *Classic Shell Scripting* di Nelson H. F. Beebe e Arnold Robbins; site: [StackExchange](https://www.dbooks.org/doc/classic-shell-scripting/))
- HTML, CSS, Bootstrap, JavaScript, XML, PHP (sites: [StackExchange](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/); [W3Schools](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/); [HTML.it](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/))
- Node.js (sites: [W3Schools](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/); [documentazione di nodejs](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/))
- React (sites: [W3Schools](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/); [documentazione di reactjs](https://www.dbooks.org/doc/html-css-bootstrap-javascript-xml-php/))
- JAVA (manual: *Beginning Programming with Java For Dummies, 2nd Edition* di Barry Burd)

• Audio-editing

- Audacity (video-tutorial on youtube; [software online manual](#))
- LMMS (video-tutorial on youtube; [software online manual](#))
- Ardour (Digital Audio Workstation) ([software online manual](#))

• Image-editing

- Adobe Photoshop (video-tutorial on youtube)
- GIMP (video-tutorial on youtube; [official documentation](#))

01/10/2014–Present

Alma Mater Studiorum - Università degli studi di Bologna, Bologna (Italy)

2019–Present

Course in "Game Design and Development: come realizzare un videogioco"

ECIPAR Bologna, Bologna (Italy)

- Game Design
- Level Design
- Game Development
- Game Production
- workflow organization (Slack, Git)
- C# programming language
- Unity (game engine)
- Unreal Engine 4 (funzioni base)
- Videogame history

PERSONAL SKILLS

Mother tongue(s)

Italian

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C1	B2	B2	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages - Self-assessment grid

Job-related skills

- good knowledge of the functioning of a computer and all its components (CPU, GPU, Graphic Card, Motherboard, RAM, Fans, PSU)

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem-solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital skills - Self-assessment grid

- good command of the most common Image Editing (Adobe Photoshop, GIMP, Krita, Aseprite) and Audio Editing (Audacity, LMMS, Ardor, FMOD) software
- good knowledge of the Microsoft Office package and its Open Source alternatives
- good knowledge of operating systems (Linux, Microsoft Windows, MacOS)
- good command of the most common Benchmarking software (Cinebench, 3DMark, Unigine, CrystalDiskMark, AIDA64, Furmark, Phoronix Test Suite)

- good knowledge of programming and scripting languages (C, C ++, C #, Python, Bash, awk, sed, JAVA)
- good knowledge of web languages (HTML5, CSS3, Javascript, jQuery, Bootstrap, PHP, XML, NODE.JS, REACT)
- knowledge of common web tools (Joomla!, cPanle)
- securing a workstation or small web server (Linux only) with adequate software (MAC such as AppArmor and SELinux; user, group and permissions management; IPtables) and analysis of its robustness (NMap, Wireshark, TraceRoute and others)
- management of a home or small business network (NAS, NFS, Samba, SSH)
- management of a software project and its versioning with Git
- development of an indie video game with some of the most common Engine such as: Unity (C#) and Godot (GDScript)
- basic knowledge of the Unreal Engine 4 engine
- basic knowledge of Shading Languages (HLSL, GLSL, CG)

Other skills

- guitarist: I play electric guitar since secondary school (self-taught)
- pianist: I play piano since 2017 (self-taught)

Driving licence B

ADDITIONAL INFORMATION

Trattamento dei dati personali

Autorizzo il trattamento dei dati personali contenuti nel mio curriculum vitae in base all'art. 13 del D. Lgs. 196/2003 e all'art. 13 del Regolamento UE 2016/679 relativo alla protezione delle persone fisiche con riguardo al trattamento dei dati personali.