Filippo Tonietto

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Date of birth: 16/02/2001 **Nationality:** Italian

ABOUT ME

I was born in Padova in 2001. Since I was a child, I developed a passion in IT and, specially, in videogames.

I started writing code at the age of 13, when I found on YouTube a tutorial about "creating your own calculator". Since then, coding became my favourite free-time activity, while still developing other passions like gaming, playing piano, writing stories and scouts voulonteering.

After my High School Diploma in Humanities Studies, I decided that it was the right time for me to start turning my passion into a real job. And here it came my application to the Game Programming course at Digital Bros Game Academy, a full-time experience that helped me develop both hard and soft skills, which are essential to work in the game industry.

To consolidate my IT knowledge, I then attended the Computer Science Bachelor Degree Course at the Università degli Studi di Padova.

WORK EXPERIENCE

[15/08/2023 – Current]
Unity Developer

Precision Neuroscience & Neuromodulation Program @ Gordon Center for Medical Imaging https://gordon.mgh.harvard.edu/research/precision-neuroscience-neuromodulation-program/

City: Boston | **Country:** United States | **Business or sector:** Professional, scientific and technical activities

- Development of virtual cognitive assessment experiences.
- Gamification of cognitive assessment experiences.
- Creation of virtual environments for research in AI.
- Backend and frontend programming.

Remote position.

[01/04/2022 – 31/08/2022]
Collaborating Unity Developer

Codemount Studio

City: Milano | **Country:** Italy | **Business or sector:** Arts, entertainment and recreation

- Development of an online real-time-strategy game with blockchain feature.
- Backend and frontend programming.
- Implementation of VFX.

Remote position.

[01/10/2020 – 01/08/2021]
Student Game Programmer

Digital Bros Game Academy https://dbgameacademy.it/

City: Milano | **Country:** Italy | **Name of unit or department:** Game Programming | **Business or sector:** Arts, entertainment and recreation

- Development of various academic projects using the *Unity Engine*.
- Team coordination and management.
- Backend and frontend programming.

[01/06/2018 – 30/06/2018]
Student Internship

IT Lab Limited

City: London | **Country:** United Kingdom | **Business or sector:** Information and communication

- Improvement of English language speaking ability in the work environment.
- Shadowing of client support and chain supply.
- Collaboration in the manteinance of the company's internal servers.

EDUCATION AND TRAINING

[01/10/2021 – 13/12/2024]
Bachelor's Degree

Università degli Studi di Padova   https://www.unipd.it/

City: Padova | **Country:** Italy | **Field(s) of study:** Information and Communication Technologies | **Final grade:** 93/110 | **Thesis:** ECHOES OF FORM: Sensibilizzazione all'arte per studenti STEM

[01/09/2015 – 31/07/2020] **High School Diploma**

I.I.S. Marchesi   https://www.iismarchesi.edu.it/

City: Padova | **Country:** Italy | **Field(s) of study:** Arts and humanities : ● *Humanities (except languages) not further defined* ● *Literature and linguistics* ● *Philosophy and ethics*

[01/10/2020 – 01/08/2021] **Certificate of Partecipation**

Digital Bros Game Academy   https://dbgameacademy.it/

City: Milano | **Country:** Italy | **Field(s) of study:** Game Programming

- Study of the C# and C++ programming languages applied to game development.
- Study of the *Unity Engine* and *Unreal Engine* frameworks.
- Teamwork and communication.

LANGUAGE SKILLS

Mother tongue(s): Italian

Other language(s):

English

LISTENING C1 **READING** C1 **WRITING** C1

SPOKEN PRODUCTION C1 **SPOKEN INTERACTION** C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

DIGITAL SKILLS

My Digital Skills

OS
Windows | macOS

Programming Languages
HTML | CSS | SQL | C | C# | C++

Frameworks
Unity Engine | Qt | NextJS

Software
Microsoft Office | Version Control System (Git)