Francesco Peruzzi

tech and games enthusiast, passionate developer

Education

High School graduation **95 / 100**

Currently studying at **AIV - Accademia Italiana Videogiochi**

Skills

Language	confidence
PHP	
JavaScript	
C#	
HTML/CSS	
C / C++	
Python	

Contacts

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in francescoperuzzi

About me

Born in 1995 in a small town near Vicenza (IT); touched for the first time a PC with MS-DOS in my grandfather's house when I was 4 and never stopped since. Passionate about music, art and any kind of technology, but mostly interested in anything that can blend creativity and computers.

Working experiences

MainStreaming • *Stage* • *~6 months (feb2020 - jul2020)*

Full-stack developer working on the creation of a control panel with analitic tools for an enterprise low-latency streaming service.

Concrete Investing • *part-time* • *1.5 years (nov2020 - today)*

from-scratch developing of a real-estate equity crowdfunding platform, managing contacts with external web agencies, day-to-day data analisys and databse manteinance, technical advisoring

WordPress • *freelance* • *~2 years (jun2020 - apr2022)*

installing, maintaining and developing websites with WordPress; scripting both server and client side.

Published projects

C-Lab UniVR • *6 months*

Developing, presentation and publishing a new software solution for "4.0 catering sector" in collaboration with computer science department of UniVR

Global Game Jam 2020 • *2 days*

designing, developing and presentation of the videogame "Kintsugi" in a 48h code marathon with an improvised team

Spoken languages

Human language	Certification(s)	Proficency
Italian	Native language	
English	Cambridge B2	