



Francesco Peruzzi

tech and games enthusiast, self-taught musician, passionate developer.

Education

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

Skills

Language	proficiency
PHP	<div><div></div></div>
JavaScript	<div><div></div></div>
C#	<div><div></div></div>
C / C++	<div><div></div></div>
Python	<div><div></div></div>
HTML/CSS	<div><div></div></div>

Contacts

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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 any kind of technology: from consumer tech (videogames, hardware, smartphones, accessories) to more scientific topics, but mostly interested in anything that can blend creativity and hardware: that's why I decided, after my high-school graduation, to become a videogame developer. And a full-stack web developer too, in my free time.

Working experiences

Mainstreaming • Stage • ~6 months

Full-stack developer for the creation of an user-interface with analitic tools for an enterprise low-latency streaming service.

Concrete Investing • part-time • 1.5 years

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

WordPress • freelance • ~2 years

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

Other things

More about me

More than tech: I'm a folk metal musician and music producer too; passionate about movies, animation, Illustration and any kind of nerd/geek stuff.

Spoken languages

Human language	Certification(s)	Proficiency
Italian	Native language	<div><div></div></div>
English	Cambridge B2	<div><div></div></div>