








FRANCESCO PERUZZI

TECH AND GAMES ENTHUSIAST, PASSIONATE DEVELOPER

CONTACTS

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LANGUAGES

WEB-RELATED	CONFIDENCE
PHP	<div><div></div></div>
JavaScript	<div><div></div></div>
HTML / CSS	<div><div></div></div>
GAMES-RELATED	
C#	<div><div></div></div>
C / C++	<div><div></div></div>
Python	<div><div></div></div>
OTHER	
LaTeX	<div><div></div></div>

HUMAN LANGUAGES

LANGUAGE	PROFICIENCY
Italian	<div><div>NATIVE LANGUAGE</div></div>
English	<div><div>CAMBRIDGE B2</div></div>

MAIN TOOLS

TOOL	CONFIDENCE
VS / VSCode	<div><div></div></div>
Git	<div><div></div></div>
Unity Engine	<div><div></div></div>
Unreal Engine	<div><div></div></div>
Maya (MEL)	<div><div></div></div>

EDUCATION

- High School graduation **95/100**
- Game programming graduation at **AIV - Accademia Italiana Videogiochi**

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

Frontend developer ~ internship ~ 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

Full-stack developer ~ part-time ~ 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 advising

PUBLISHED PROJECTS

C-Lab UniVR

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

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

Frogbery

Platform game developed with Unity as a final project for AIV 2nd academic year; [fully playable on itch.io](#)