

FRANCESCO PERUZZI

TECH AND GAMES ENTHUSIAST. PASSIONATE DEVELOPER

CONTACTS

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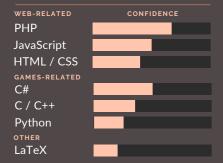
✓ f<u>rancesco95peruzzi@gmail.com</u>

https://github.com/fr4p3rzz

https://fr4p3rzz.github.io/

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LANGUAGES



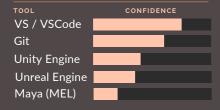
HUMAN LANGUAGES

LANGUAGE PROFICENCY

Italian NATIVE LANGUAGE

English CAMBRIDGE B2

MAIN TOOLS



EDUCATION

- High School graduation 95/100
- Game programming graduation at <u>AIV</u> -<u>Accademia Italiana</u> 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 advisoring

PUBLISHED PROJECTS

C-Lab UniVR

Developing, presentation and publishing a new software solution for "4.0 catering sector" in collaboration with $\underline{\text{computer science department of UniVR}}$

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; <u>fully playable on itch.io</u>