Francesco Iacono

Front-End Developer
London, UK

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ABOUT ME

Nationality: Italian
Date of Birth: 05/01/1996

SKILLS

Excellent communication, multitasking, fast learner, creative thinking, teamwork, research, interpersonal abilities, friendly

LANGUAGES

Italian – Mother Tongue
English – Fluent

HOBBIES

I love harnessing the power of technology to solve real-world problems, with a particular fondness for developing practical web applications for personal and communal use. Always eager to explore new tools and techniques, I continually strive to push the boundaries of innovation.

When I'm not knee-deep in coding or tech trends, you can usually find me absorbed in a gripping video game, exploring new worlds and adventures. I also enjoy indulging in 3D modeling during my free time. It's a creative outlet that allows me to bring my imagination to life.

PERSONAL PROFILE

I am actively seeking new job opportunities to enhance my skills and contribute to the dynamic world of web development. With a fervent desire to learn and grow, I am eager to embrace fresh experiences in the front-end development field, combining my passion for technology with expertise in creating engaging user interfaces.

Whether collaborating within a team or working independently, I consistently deliver high-quality results, ensuring timely completion of tasks and meeting project deadlines.

WORK EXPERIENCE

Developer Advocate | Luna at Unity
October 2021 – June 2022

My journey as a developer advocate at Unity began with a remarkable opportunity to work for this renowned software company. I was entrusted with the responsibility of managing the Luna Create documentation website, making sure there was good material for developers' education, and devising internal tools to enhance the efficiency of the team.

My experience as a developer advocate at Unity allowed me to combine my technical expertise with my passion for supporting developers. It was a rewarding journey that pushed me to continuously improve, adapt, and deliver exceptional results.

EDUCATION

Goldsmiths University, London | Computer Games Programming BSC (Hons)
2016 - 2019 (First-Class Honours)

3rd Year Modules:
- 3D Virtual Environments and Animation *(77%)*
- Game AI Programming *(74%)*
- Data and Machine Learning for Creative Practice *(69%)*

2nd Year Modules:
- Principles and Applications of Programming **(85%)**
- Games Development Group Project **(81%)**
- Perception and Multimedia Computing **(76%)**
- Algorithms and Data Structures **(72%)**

1st Year Modules:
- Audio-Visual Computing **(93%)**
- Introduction to Games Development **(91%)**
- Introduction to Programming **(75%)**
- Mathematical Modelling for Problem Solving **(67%)**
- Web Development **(66%)**

Liceo Scientifico Scotti-Einstein, Ischia, Italy
2009 - 2015

Diploma di maturità scientifica (Science high school diploma) **(84/100)**