

Gabriele Ficara

Coding student

Math and coding student, proficient in problem solving, AI and algorithms, with a background in math and a very good adaptation to different coding languages and methods. Passionate about original and unusual project, searching for an internship in Paris in the video game field.



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Paris, France

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EDUCATION

Programming

42

10/2017 – Present

Courses

- AI & Algorithms
- Unix & Shell
- Graphics

Paris, France

Mathematic

Università degli Studi di Napoli Federico II

10/2012 – 06/2017

Courses

- Calculus
- Logic
- Numeric Calculus
- Programming & Algorithms
- Algebra
- Geometry
- Physics

Naples, Italy

WORK EXPERIENCE

Intern

Tecno SRL

01/2017 – 02/2017

Electricity and energy management

Achievements/Tasks

- Statistic study of the electric power consumption of 7 quay crays.
- Processing of the previously obtained data with numerical calculation methods and using Excel.
- Determining the amount of transferred energy during one year.

Naples, Italy

Teacher

CoderDojo Napoli

10/2014 – 05/2016

No profit coding courses for children

Achievements/Tasks

- Scratch teacher for students from 8 to 13 years old. Teaching how to develop small videogame and some of the basics of coding.

Naples, Italy

Private teacher

Self entrepreneur

09/2015 – Present

Achievements/Tasks

- Math teacher for students from 14 to 19 years old.
- Physics teacher for students from 14 to 19 years old.
- Programming teacher for students from 11 to 14 years old, using scratch, fortran and App Inventor.

SKILLS

C



C++



Unity, C#



Git



Unix, Shell



Matlab, Fortran, Latex



PROJECTS AND EXPERIENCES

AI/Algorithms and Graphics projects
(01/2018 – 05/2018)

- A series of projects for the school 42 like Corewar, GPS-like program and others.

C++ Chess Game (06/2018 – 08/2018)

- Development of a chess game to practices the language.

L_O_Z (10/2018)

- A Small game based on the Legend of Zelda, developed in Unity.

Intel Buzz Workshop Paris 2018 (09/2018)

- Workshop on game developing strategies, techniques and technologies.

LANGUAGES

Italian



English



French



INTERESTS

Coding

Gaming

Math

AI

Logic