Oreste Leone

Junior Software Engineer

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OBJECTIVE

Computer Science Bachelor student with mobile development experience in both app and games, seeking software engineering opportunities to contribute to innovative projects. Eager to apply strong technical skills, learn new technologies, and grow professionally in a dynamic environment.

EDUCATION

PIER PROGRAM, Apple Developer Academy @UNINA — Jul 2022 - Jun 2023

App developer for the "mark" project, a SwiftUI based macOS tool created around Challenge Based Learning at the Apple Developer Academy.
• Collaborated closely with the development team, ensuring effective communication and workflow management to deliver continuous updates;
• Implemented a web service using Airtable platform APIs, JSON, Combine, and Concurrency to efficiently retrieve and store data in the file system and Core Data;
• Improved a Python-based tool for user data analysis, working alongside developers to export data based on stakeholders' requirements;
• Refactored code to leverage the latest SwiftUI features, enhancing project performance and structure, and documenting the process to facilitate smooth handover;

Apple Developer Academy @UNINA — Sep 2021 - Jun 2022

A Challenge Based Learning educational experience about Software Development, Entrepreneurship, App Design, and Game Creation. During this experiences I took part in the development of gamified apps and games that are available on the App Store using native frameworks.

Computer Science Bachelor, University of Naples Federico II — Sep 2015 - Present

Relevant Coursework: Software engineering, Human-Computer Interaction, Data Structures and Algorithms, Multimedia Information Systems, DBMS, Web Technologies, Operating Systems, Introduction to Theoretical Computer Science, Computer Networks, Algebra and Physics.

RELEVANT EXPERIENCE

UNITY DEVELOPER, Freelancer — Nov 2022 - Present

• Collaborated with clients to design and develop game requirements, leveraging Unity Engine and C# to create engaging gameplay experiences.
• Conducted alpha and beta testing phases, gathering feedback and iterating on game design;
• Communicated effectively with clients, providing regular updates on project progress and deadlines while writing detailed documentations;

GAME DESIGNER, Lapse Games — Oct 2017 - Present

• Conceptualized a highly successful mobile game trilogy, achieving over 15 million downloads worldwide;
• Collaborated with the team and external freelancers to ensure an engaging and intuitive user experience in 32 languages;
• Designed game features and mechanics, increasing user engagement and driving revenue and profitability.

SKILLS

Languages: Swift, Objctive-C, C, C++, C#, Kotlin, Java, SQL, Python, Javascript.

Relevant Frameworks and Tools: SwiftUI, UIKit, Core Data, JSON, REST API, Xcode, Unity Engine, Android Studio, Postman, Git, XCTest, AWS, React, React Native, Node, Docker.

Methodologies and other skills: Unit Testing, Test Driven Development, MVC, MVVM, Software architecture, Agile and Scrum methodologies, Presentation and public speaking, Learning Aptitude, Teamwork, Mobile Development, Game Development, XR Development.

LANGUAGES

Italian (Native) - English (Cambridge B2 Certificate)