



AS AN ENGINEER I
SOLVE ISSUES
AS A GRAPHIC I
WILL DO IT IN A
STUNNING WAY

ABOUT ME

My life experience is heterogeneous so it lets me **understand** and solve issues in and across many **different fields**.

I also managed issues within work groups and in **balancing the workload** for each group component to achieve the aimed goal.

My passion for video games let me **challenge** myself in thinking "*outside the box*".

Born: Marsala, 1996

Hobby: tennis, padel, tech, video games, design

SKILLS

PROBLEM SOLVING

TEAM WORK

PROGRAMMING

BLENDER & UNITY

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weFranck

Experience

github.com/s265350/polito



2021

Web applications

Two **client-server** web applications using **Node.js**, **React**, and **Bootstrap** frameworks (one within a group, the other by myself).



2021

Image processing and computer vision

A web application, emulating a security system, identifying people through **image analysis** and **machine learning**.



2020
2021

Virtual reality

An highly immersive VR experience produced using **Unity** and **Blender** together with Mixamo.



2020

Computer animation

Used **Blender** to create a short CGI video advertisement.



2019

Computer graphic

Used **Blender** to create images together with a simple web game developed with **X3dom**.

Education



2018
2022

MSc. in computer graphic engineering at Politecnico di Torino

The graphic and multimedia path emphasizes the computer engineer knowledge for enabling **rapid adaptation** to diverse **professional needs** and avoiding the risk of rapid obsolescence of training



2014
2018

BSc. in cinema & media engineering at Politecnico di Torino

Multidisciplinary path which lays the foundations for a professional figure to operate in both **technology** and **communication** fields ranging from programming to 3d modeling and animation