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(LinkedIn Page)

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(Personal Website)

ABOUT ME

I would describe myself as an idea person, creative and imaginative. I am always ready to dive in new projects or to explore new points of view. I have many hobbies, but computer science and videogames are my true passions. If you want to know more about me a longer version is available on my LinkedIn page.

LANGUAGES

Mother tongue: Italian

Overall English level: B2

LISTENING	C1
READING	C1
SPEAKING	B2/C1
WRITING	B2

CERTIFICATION:

ESOL CERTIFICATE LEVEL B2 –
BRITISH INSTITUTES (2011)

Simone Petrosino

EDUCATION

(2016 – ongoing)

Master Degree in Computer Science, Networks and Software technologies

[University of Salerno](#)

6 exams left, 28.8 average grade. Expected graduation: July 2019

Thesis in Serious games wrote in Sweden during my Erasmus period:

"About mood: How a negative mood in a videogame can influence our behavior".

(January 2018 – June 2018)

Erasmus+

[University of Skövde](#)

During this period abroad, I developed a thesis project in Serious Games. I also attended a course about research methods, and about how to conduct pilot studies. Both the game and the thesis can be found at the following link [GitHub repository](#) or through my LinkedIn page.

(2012 – 2016)

Bachelor Degree, Computer Science

[University of Salerno](#)

Main covered topics: OOP, network, relational databases and algorithms. For my thesis project I developed a videogame that use data gathered from another machine (through the SNMP protocol) to represent the data itself. The game can be found at the following link [GitHub repository](#).

IT SKILLS

Very confident _____

C++

Git

Unity3D

C# forUnity3D

Arduino

Confident _____

Java

SQL

Visual Studio

Basic _____

Unreal Engine 4

HTML

CSS

COMMUNICATION SKILLS

During my bachelor I did an internship in the university's laboratory "ISISLab". In this laboratory I worked on my thesis, and in three seminars I presented to an audience of professors, PhD students and other academics my thesis progresses. This helped me to improve my oral presentation in particular to people specialized in computer science. I further improved during my Erasmus period in Sweden. In fact, I did and attended many classes, seminars and supervision sessions in which I learned the importance of sharing knowledge. I've also learnt how to value a good discussion on my works and how to make the most out of the comments received. Differently from my previous experience, I found myself in a more heterogenous environment, where people came from different fields like computer science, art, game design or social studies. Out of the academic context, I had the opportunity to meet, talk and live with people from all over the world, each one with a different cultural and social background. Sharing my daily life for 6 months with so many people (many of them now are close friends) have pushed me out of my boundaries and it's something I won't forget. No less importantly, I've strongly improved my English.

It's already 2 years that as a volunteer I organize official Pokèmon trading card game and videogame tournaments in a small comics shop in my city. Every month I manage between 2/3 little events with people of different ages (8-25 people, age between 7 to 50). Also, I administrate a Facebook page that keeps players updated about new events I organize. ([Facebook page](#) – available only in Italian).

Simone Petrosimo

In compliance with the GDPR 679/16 and the Italian Legislative decree no. 196 dated 30/06/2003, I hereby authorize to use and to process my personal data contained in this document.