



Born: 03/03/1993

City: Salerno, Italy

Phone: (+39) 389 255 1131

E-mail: sim.petrosino@gmail.com

LinkedIn Page:
linkedin.com/in/simonepetrosino

GitHub: github.com/simpetr

LANGUAGES

Mother tongue: Italian

Overall English level: C1

LISTENING	C1
READING	C1
SPEAKING	C1
WRITING	C1

Certification:

CAMBRIDGE C1 ADVANCED
(CAE) – JULY 2019
ID Number: 53678800Q
Secret Number: 5851

SOFT SKILLS

- ✓ Teamwork, Collaboration, Problem solving
- ✓ Adaptable, Optimist, Open-minded
- ✓ Creative, Curious, Innovative

Simone Petrosino

I am a curious and enthusiastic developer with a passion for video games and all the culture around them. I want to work as a game developer to contribute to the creation of great gaming experience and magical worlds.

WORKING EXPERIENCES

(November 2020 – Present)

Research Project Assistant

[Graz University of Technology, Austria](#)

My job includes:

- Lead game analytics projects that result in scientific publications.
- Work as programmer on Unreal Engine 4 and Unity projects.
- Collect data about games (player behaviour, gameplay data), analyse them, and find their meaning.
- Supervise other teams' projects and students' thesis.

(September 2020 – November 2020)

Unity Developer

[Wonderlab s.r.l](#)

I designed and developed a prototype for an AR "Pokémon Go"- style application for promoting city tourism with Unity and Mapbox.

EDUCATION

(2016 – 2020)

Master's degree in Computer Science, Networks and Software technologies

[University of Salerno, Italy](#)

110/110 cum laude - My thesis project is a study on how video games can induce a negative mood through various gameplay elements to influence players' opinions. To do this, I developed a game in Unity and analysed data from the gaming sessions of those who played it. Available at: [GitHub repository](#)

(January 2018 – June 2018)

Erasmus+

[University of Skövde, Sweden](#)

During this period abroad I developed my master thesis in Serious Game and attended an introductory game design course.

(2012 – 2016)

Bachelor's degree, Computer Science

[University of Salerno, Italy](#)

97/110 - My thesis project is videogame where all objects and their behaviour are updated according to the telemetry data (CPU, temperature, memory) collected from another machine through the SNMP protocol. Available at: [GitHub repository](#).

PROGRAMMING AND TOOLS

Daily use: Git, Rider, Visual Studio.

Good: Unreal Engine 4, C++, C#, Python, Unity.

Basic: Blender, Web development.