Simone Petrosino

Sensitive data available on request – feel free to send me an email or a message on linkedln

Email: sim.petrosino@gmail.com

LinkedIn Page:
linkedin.com/in/simonepetrosino

GitHub: github.com/simpetr

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: C1

LISTENING	C1
READING	C1
SPEAKING	C1
WRITING	B2/C1

Certification:
CAMBRIDGE C1 ADVANCED (CAE) – JULY 2019
ID Number: 536788OOQ
Secret Number: 5851

EDUCATION

(2016 – ongoing)

Master Degree in Computer Science, Networks and Software technologies
University of Salerno

Current avg grade: 28.5/30. *Graduation date*: 27th of March
Main topics: algorithms, distributed system, linear algebra, graphs, data transmission and networks.
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 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

97/110 - Main topics: OOP, network, relational databases, math and algorithms. For my thesis project, I developed a videogame that uses data gathered from another machine (through the SNMP protocol) to create and update elements of the game, which represent the data itself. The game and more information can be found at the following link GitHub repository.

IT SKILLS

Confident

- C++
- Unity3D
- Git
- Visual Studio
- SQL
- Java
- Arduino

Basic

- Unreal Engine 4
- HTML
- Python

COMMUNICATION SKILLS

During my last year of bachelor, I did an internship in the university laboratory "ISISLab" where I worked on my thesis. Over three seminaries I presented to an audience of professors, PhD students and other academics my thesis progresses. That helped me to improve my oral presentation, especially to people specialized in computer science. I've considerably improved my skills during my Erasmus period in Sweden. I did and attended many classes, seminaries and supervision sessions in which I learned the importance of sharing knowledge. I've also learned how to value a good discussion on my works and how to make the most out of the comments received. Compared to my previous experience, I found myself in a more heterogeneous environment among people who 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 have pushed me out of my boundaries and it's something I won't forget. No less importantly, I've strongly improved my English.

ORGANIZATIONAL AND MANAGEMENT SKILLS

It's already been 3 years that as a volunteer I organize 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). I also administrate the Facebook page that keeps players updated about all the events I organize. (Facebook page – available only in Italian).

Furthermore, I worked for a couple of months as a tutor for the Computer Networks course at my university. My task was to prepare some extra afternoon lessons and support students while solving exercises.

PROJECTS

Beyond the academic projects, I recently opened an Instagram page as a game dev-diary. There I upload pictures and videos about little projects I'm developing in my spare time. I think this is a useful way to improve my general developing skills and to learn new tools. The Instagram page can be found at https://instagram.com/vector.forward, while the first small game I did in Unreal Engine 4 can be found at the following link: https://simpetr.itch.io/rgb-colors-circle. Other personal and academic projects are available on my GitHub.