Simone Petrosino

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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)

I'M GOING TO ATTEND CAMBRIDGE C1 EXAM IN JULY

EDUCATION

(2016 – ongoing)

Master Degree in Computer Science, Networks and Software technologies

University of Salerno

Current average grade 28.8/30. Expected graduation: October 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

97/110 - Main covered topics: OOP, network, relational databases, and algorithms. For my thesis project, I developed a videogame that uses data gathered from another machine (through the SNMP protocol) to create and to update elements of the game who represent the data itself. The game and more information 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
- Python

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 seminaries 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, seminaries 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 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).

PROJECTS

Recently I opened an Instagram page as a game dev-diary where 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

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