

Leonardo Marini | Resume

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Personal information

Full name: Leonardo Marini

Date of birth: 12 / 02 / 1997

Nationality: Italian

Soft skills

Creative Mindset: I can come up with innovative ideas in the creation of new software and general solutions.

Problem Solving: I like to find solutions to common and complex problems. I'm not satisfied if something just works, it has to be well thought and designed.

Teamwork: I have done many projects conducted in small groups, I like to identify different tasks and separate what is possible to work in parallel and optimize all the resources as much as possible.

Self Learner: If I'm faced with a new task I can quickly find resources to study the matter and learn it quickly.

Technical knowledge

Languages: C, C++, C#, Java, HTML, CSS, Razor, Latex

Operating Systems: Linux, Windows

Game Development: Unity, Maya, Blender

Database: SqlServer, MySql, MongoDB

Other: Network management, Cybersecurity, Git

Professional experience

Frostbite

Software Engineer, <https://www.ea.com/frostbite>
Videogame Industry

Stockholm (Sweden)

03/2021 – present

Development of tools used by Frostbite developers to enhance their workflows. Our portfolio includes over a dozen products that ranges from building the levels to run the test and monitor their results.

Cantemo

Automation Tester, www.cantemo.com

Stockholm (Sweden)

02/2020 – 08/2020

IT - Media Management

Design of automatic tests with a particular focus on debugging faulty behaviours of the product and improving the existing features.

Ce.Se.N.A.

Cesena (Italy)

Cybersecurity Team, <https://cesena.github.io/>

10/2016 – 08/2019

Hacking competitions and study of security problems

Main areas: Forensic — Database leaks — Network sniffing and spoofing — Binary exploitation (PWN).

Placydia

Ravenna (Italy)

Character animator

05/2016 – 02/2017

This was my first experience in the videogame industry. We developed an indie game, Super Smash Bros like. I implemented the animations, working with the developers and writing the code (C++) to have the animations running in the game.

Gruppo Sistema

Cesena (Italy)

IT Technician, www.grupposistema.it

06/2014 – 08/2016

Information, Technology & Communication.

IT hardware/software customer support, Workstations and server setup and configuration, User training on newly installed software to customers.

Education

Kungliga Tekniska Högskolan

Stockholm(Sweden)

Master of Science in Computer Science

08/2019 – present

Specialization in Visual and Interactive Graphics. This course includes both general scientific knowledge like *Artificial Intelligence* and highly specific courses with applications to the game industry like *Computer Game Design* and *Computer Animation*.

University of Bologna

Cesena (Italy)

Bachelor in Computer Science Engineering, 104/110

09/2016 – 12/2019

This course gave me the foundation on how to design and deliver efficient and performing software through subjects such as *Object-Oriented Programming* and *Software Engineering*. The many projects conducted (DataBase, OOP, Internet of Things, Web Technologies) consolidated my teamwork skills. Finally, I presented a thesis on 3D animation techniques.

ITT Blaise Pascal

Cesena (Italy)

High School Diploma, 92/100

09/2011 – 06/2016

This school gave me a strong foundation to build up and engineering and problem-solving mindset. Math and Software Development were at the center of my studies, and the subjects where I excelled at.

Languages

Italian: Mother tongue

English: Fluently used in my work and studies

CEFR Level C1

Swedish: Intermediate, use of common sentences in daily life

CEFR Level A2

Interests

3D Graphics: 3D modelling, animating, and rendering

Fitness: Climbing, Calisthenics, Basketball

Games: FPS competitive videogames and Roleplay Tabletops.

Dogs: I love their company. I used to walk and train them.