

Leonardo Marini | Resume

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Personal information

Full name: Leonardo Marini

Date of birth: 12 / 02 / 1997

Nationality: Italian

Professional experience

Frostbite

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

Stockholm (Sweden)

03/2021 – present

Development of tools to enhance others engineers' workflows, such as running tests and monitoring their results. Improve on naive methods by researching and implementing ML methods and published an article in collaboration with SEED [1].

Cantemo

Automation Tester, www.cantemo.com
IT - Media Management

Stockholm (Sweden)

02/2020 – 08/2020

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

Publications

[1] Leonardo Marini, Linus Gisslén, and Alessandro Sestini. Leveraging large language models for efficient failure analysis in game development, 2024.

Education

Kungliga Tekniska Högskolan

Master of Science in Computer Science

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*.

Stockholm (Sweden)

08/2019 – 06/2024

University of Bologna

Bachelor in Computer Science Engineering, 104/110

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.

Cesena (Italy)

09/2016 – 12/2019

ITT Blaise Pascal

High School Diploma, 92/100

Cesena (Italy)

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.

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#, Python, Java, HTML, CSS, Razor, Latex

Operating Systems: Linux, Windows

Game Development: Unity, Maya, Blender

Database: SqlServer, MySql, MongoDB

Other: Network management, Cybersecurity, Git

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, animation, and rendering

Fitness: Rock Climbing, Calisthenics, Cycling and Running

Games: FPS videogames and Roleplay tabletops.

Pets: I love dogs. I used to walk and train them.