

# Federico Manzella

## CONTACT

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## WORK EXPERIENCE

### Computer hardware repair technician

- computer maintenance and replacement of damaged components
- cleaning of desktop and laptop computers
- malware removal

### ICT system administrator

- choice of components of a computer based on customer requests (purpose and budget)
- checking the correct operation of the appliance
- installation of operating system and related software
- advice for any component upgrades (even for small servers)

2019 - CURRENT

### Game Designer and Developer

- conception and design of an online Board Game video game, currently under development, in JavaScript - Node.js

2020 - CURRENT

### Game Developer e Game Designer

- Currently I am developing a platformer type videogame based on a pseudo-realistic physics of magnets., in Unity (now switched to Godot).

04/2020 - 04/2020

### Game Developer and Designer

- a hyper casual game for Android is currently being published on the Play Store (waiting for approval)

2020 - CURRENT

### Game Developer and Designer

- currently working on a Rhythm Game for Android developed with Godot ([but previously published made with Unity for a Game Jam](#))

## EDUCATION AND TRAINING

2018

### Udemy Courses

[Node.js: The Complete Guide to Build RESTful APIs](#)

2009 - CURRENT

### Independent training (self-taught)

## ● Programming

- Python (manual: *Learning Python* di Mark Lutz; sito: [HTML.it](http://HTML.it))
- C e C++ (manual: *Sistemi Intelligenti Naturali Artificiali, Programmazione C/C++* di Lorenzo Natale e Matteo Brunettini; *Practical C Programming* e *Practical C++ Programming* di Steve Oualline)
- BASH, awk, sed (manual: *Classic Shell Scripting* di Nelson H. F. Beebe e Arnold Robbins; sito: [StackExchange](http://StackExchange))
- HTML, CSS, Bootstrap, JavaScript, XML, PHP (sites: [StackExchange](http://StackExchange); [W3Schools](http://W3Schools); [HTML.it](http://HTML.it))
- Node.js (sites: [W3Schools](http://W3Schools); [documentazione di nodejs](http://documentazione di nodejs))
- React (sites: [W3Schools](http://W3Schools); [documentazione di reactjs](http://documentazione di reactjs))
- JAVA (manual: *Beginning Programming with Java For Dummies, 2nd Edition* di Barry Burd)

## ● Audio-editing

- Audacity (video-tutorial on youtube; [software online manual](http://software online manual))
- LMMS (video-tutorial on youtube; [software online manual](http://software online manual))
- Ardour (Digital Audio Workstation) ([software online manual](http://software online manual))

## ● Image-editing

- Adobe Photoshop (video-tutorial on youtube)
- GIMP (video-tutorial on youtube; [official documentation](http://official documentation))

01/10/2014 - CURRENT - Bologna, Italy

## ● Chemistry and Chemistry of materials

Alma Mater Studiorum - Università degli studi di Bologna

2019 - CURRENT - Bologna, Italy

## ● Course in "Game Design and Development: come realizzare un videogioco"

ECIPAR Bologna

- Game Design
- Level Design
- Game Development
- Game Production
- workflow organization (Slack, Git)
- C# programming language
- Unity (game engine)
- Unreal Engine 4 (funzioni base)

## LANGUAGE SKILLS

**MOTHER TONGUE(S):** Italian

### English

Listening  
**C1**

Reading  
**C1**

Spoken  
production  
**B2**

Spoken  
interaction  
**B2**

Writing  
**B2**

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## DRIVING LICENCE

● Driving Licence: **B**

## JOB-RELATED SKILLS

### ● Job-related skills

- good knowledge of the functioning of a computer and all its components (CPU, GPU, Graphic Card, Motherboard, RAM, Fans, PSU)

## OTHER SKILLS

### ● Other skills

- guitarist: I play electric guitar since secondary school (self-taught)
- pianist: I play piano since 2017 (self-taught)

## TRATTAMENTO DEI DATI PERSONALI

### ● Trattamento dei dati personali

Autorizzo il trattamento dei dati personali contenuti nel mio curriculum vitae in base all'art. 13 del D. Lgs. 196/2003 e all'art. 13 del Regolamento UE 2016/679 relativo alla protezione delle persone fisiche con riguardo al trattamento dei dati personali.