

PERSONAL INFORMATION

Simone Dosi

 [Redacted] [Redacted] [Redacted] Skype [Redacted]

Sex Male | Date of birth [Redacted] | Nationality Italian

TYPE OF APPLICATION

WORK EXPERIENCE

01/06/2015–01/12/2015

Game Developer

IV productions, Bologna (Italy)

Head developer of "Space Encounter" audio-game (PC/Mac/iOS)

31/01/2016–Present

Game Developer

Associazione GAME-S, Bologna (Italy)

Developer of "Progetto Ustica", a serious game based on the facts of the ustica massacre

01/07/2016–01/11/2016

Game Developer

IVProductions, Bologna (Italy)

iOS developer of "BlindGladiator" audio-game

01/12/2015–15/09/2016

Microsoft Student Partner

Microsoft Italia

Evangelist for Microsoft at the University of Bologna

Preparation of live events regarding Microsoft products and digital technologies.

15/10/2016–Present

Microsoft Student Partner Leader

Microsoft Italia

Leader and organizer of Microsoft Student Partner of the "Bologna-Parma" area.

Communication between schools / universities and Microsoft.

Preparation of live events regarding Microsoft products and digital technologies.

EDUCATION AND TRAINING

15/09/2010–06/07/2015

Scientific High School Graduation

Liceo Scientifico N. Copernico

Via Garavaglia, Bologna (Italy)

<http://www.copernico.bo.it>

General:

- Italian Language and Literature, English Language and Literature.

- Mathematics, Physic, Java and Pascal Programming, Biology and Chemistry.

- Physical education.

21/09/2015–Present

Computer engineering degree

Università di Bologna, Facoltà di ingegneria e architettura - Ingegneria informatica, Bologna (Italy)

PERSONAL SKILLS

Mother tongue(s) Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B1	B1	B1	B1	B1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
 Common European Framework of Reference for Languages

Communication skills

- Good communication skills and group work gained through my experience as developer
- Good ability to report and present projects in public gained through my experience as developer.

Organisational / managerial skills

- Leadership (i'm currently the founder of a little team called "Bolopix" that develops software and games).
- Good organizational skills gained during my experience as developer.
- Good ability to adapt to changes gained during my experience as developer.
- Focus on team working and collaborations after the creation of my company.

Digital competence

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Independent user	Independent user	Proficient user

Digital competences - Self-assessment grid

- Good command of Unity (game engine) and Construct2 (game engine)
- Good command of a large group of IDE (like VisualStudio, Eclipse) gained during my experience as developer.
- Good programming skills in particular in the use of language C#, C and Java gained during my experience as developer.
- Good command in the use of the Windows and MacOSX operating system.
- Good command in the use of mobile operating systems iOS, Android and Windows Phone.
- Good command of office suite (Microsoft Office and Open Office) gained during the Secondary School and during my experience as developer.
- Good command of video editing programs.
- Good command of Wordpress web editing tools gained in my experience as developer.

Driving licence AM, A1, B

ADDITIONAL INFORMATION

- Projects** Head developer, publisher and producer of the following apps/games:
- *Space Squids* (available on Windows Store and Google Play)
 - *Pompei Apocalypse* (available on Windows Store, Google Play and Apple AppStore)
 - *Liny* (available on Windows Store, Google Play and Apple AppStore)
- Head developer of the following games:
- *Space Encounter* (PC and Mobile Version, produced by IVProductions)
- Developer of the following games:
- *Riot, the civil unrest* (produced by IVProductions and MergeGames)
 - *Progetto Ustica* (produced by Associazione "GAME-S")
 - *Blind Gladiator* (produced by IVProductions)