FEDERICO DI VEROLI

iOS Developer

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📍 Via della Reginella 2, Rome   🔗 www.federicodiveroli.com

EXPERIENCE

iOS Developer

IQUII, SRL

📅 04/2019 - on going   📍 Rome, Italy

◉ Development of an app for brand loyalty, with aspects of gamification.
◉ Developed using Swift 4 and proprietary frameworks.

Unity / iOS Developer

Magma, SRL

📅 02/2018 - 03/2019   📍 Milan, Italy

◉ Developing a platform for customers augmented-reality app development, management of an AR app for an Italian editor.
◉ Developed on Xcode and Unity, using C# and Swift, and proprietary frameworks.

iOS Developer - Internship

Beaconwatcher

📅 06/2016 - 08/2016   📍 Tel Aviv, Israel

◉ Development of an app for position-based advertising, using beacons and a proprietary framework.
◉ Developed using objective-C and Swift.

EDUCATION

MSc, Computer Games Technology

City, University of London

📅 09/2016 - 12/2017   📍 London, United Kingdom

◉ Dissertation: "Issues in Development: the scourge of motion sickness in Virtual Reality". Modules included: Game Development Process & Architecture, Object-Oriented Programming in C++, Computer Graphics in C++, Game Physics and AI.

BSc, Computer Science & Multimedia

Queen Mary, University of London

📅 09/2016 - 12/2017   📍 London, United Kingdom

◉ Dissertation: "Development of an AR game for mobile platform, based on the use of Beacons". Modules included: Software Engineering, Object-Oriented programming, Web Development, Research Methods and Professional Issues.

SUMMARY

A determined and focused computer scientist, adaptable when placed in different contexts and a quick learner. I aim to work in an exciting and fresh field and to present the best product achievable, despite the challenges to overcome.

SKILLS

Programming Languages
Swift, Objective-C, C#, C++, Java, HTML, CSS, Javascript and PHP, Python.

Game Development
Experienced in the use of Unity and Unreal engines, understanding of 3D math and knowledge of 3D modeling softwares such as Maya.

Software Engineering
Experienced in the application of different Software Engineering methodologies, such as Agile, sequential and iterative.

Miscellaneous
Experienced in social media feeds and web content, Database design, Photoshop and Illustrator.

LANGUAGES

Italian
Native ●●●●●

English
Proficient ●●●●●

Hebrew
Intermediate ●●●○○

French
Beginner ●●○○○