

# SIMONE ANGELONI

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## GENERAL INFORMATION

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**Date of birth:** 15/09/1985 – **Born Place:** Roma (Italy)

## COMPUTING SCIENCES SKILLS

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### Operating Systems:

- Proficient with **Windows** 7, XP / 2000 / 98 / 95, **Linux** RedHat, Ubuntu, Fedora, CentOS, **MS-DOS** 5.0 / 3.3.

### Programming Languages:

- Proficient in C, C++, Visual Basic, LUA.
- Familiar with Bash Script, Action Script, Java Script, HTML, XML, CSS, Java, PHP, SQL, Assembly x86, VHDL, C for PowerPC processors.

### Frameworks:

- Proficient with QT Nokia for Cross Platform products, Wt (Web Toolkit).

### Programming Environments:

- Eclipse, Qt Creator, Qt Designer, MS Visual Studio, DEV-C++, OrCad, Cadence, Allegro, Xilinx ISE, Xilinx SDK, SciTe.

### Databases:

- MySQL, PostgreSQL, SQLite.

### Software:

- Office suite, Crytek SandBox2 Editor (3D environments), Adobe Photoshop, Adobe Premiere (video editing), Adobe Flash, Audacity (sound editing) SVN and CVS (version control).

## EDUCATION

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### 2005 – 2006:

First level VHDL diploma achieved in the National Institute of Nuclear Physics (INFN) at the Frascati National Laboratory.

### 2004 (10 July):

Secondary high school diploma (score: 100/100) achieved at the State Technical Institute "Enrico Fermi", as Expert head technician for Electronic and Telecommunication Systems.

### 2003 – 2004:

Third level English diploma achieved at the Tourism Bilateral Agency.

### 2002 – 2003:

European Computer Driving License achieved at the ITIS "Enrico Fermi".

## EMPLOYMENT HISTORY

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### TechnisBlu

- Role: Software and architecture developer

January 2010

Software developer for configuration tools of railroad traffic controls and designer of diagnostic and maintenance systems and simulation systems for Italian and extra-European train stations on behalf of Bombardier Transportation Italia Spa.

The configuration systems are cross platform products written in C++ with QT libraries and they support the maintenance system (used in train stations) which contains an AJAX application developed in C++ with Wt libraries and used for events and failures visualization.

### **University of Rome TorVergata**

April 2007 – August 2008

- Role: Software and architecture developer

Collaboration contract at the University of Rome TorVergata as expert programmer for Input/Data acquisition systems used in particle accelerators research.

The system connects Virtex2 and Virtex5 micro processors (FPGA programmed in VHD language) to GRAAL experiment (Gamma Ray Astronomy At aLmeria, Grenoble FR - [www.esrf.eu](http://www.esrf.eu)) in order to receive high speed data and send them at a PC, through a PowerPC processor programmed in C, for the analysis and the backup.

### **National Institute of Nuclear Physic**

April 2005 – March 2007

- Role: Software developer, Electronic technician

Technical internship at the INFN dealing with Electronic Services, at the Frascati National Laboratory, within the High Energy Research Division.

During those 2 years, thanks to the acquisition of developing techniques knowledge for multilayer PCB, various boards and software in C and Visual Basic have been realized for LHCb (CERN) experiment. In particular, two programs have been used for the test of the entire electronic built from Frascati National Laboratory for ATLAS (CERN) e LHCb experiments.

### **Elman Srl**

February 2005 – April 2005

- Role: Software developer, Electronic technician

Collaboration contract for the development of a control software for Italian Marine. The software is used to configure VoIP operator terminals for encrypted internal communications between other terminals connected with net or satellites.

## **GAME PROJECTS AND EXPERIENCES**

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### **Project Earth**

May 2011

- Role: Team manager, game designer
- Studio: OM Studios
- Link: <http://www.moddb.com/games/project-earth>

Project Earth is a first person shooter videogame with a single player campaign and some multiplayer modes where the player must fight against a hostile alien invasion organizing the terrestrial resistance.

### **Crysis 2 External Admin Interface**

April 2011 - August 2011

- Role: Software developer
- Studio: OM Studios

Crysis 2 EAI is an application, written with Qt frame work, which allows to manage dedicated servers for Crysis 2 videogame using the CryHTTP protocol (XML/RPC).

### **Crysis Wars EXTended**

January 2009 – February 2010

- Role: Team manager, software developer
- Studio: Online Modding Group
- Link: <http://www.moddb.com/mods/crysis-wars-ex1>

Crysis Wars EX is a mod for Crysis Wars videogame that solves many anomalies and increases its features by introducing two multiplayer game modalities and some weapons.