


PERSONAL INFORMATION

Martinelli Stefano

 Viale caduti nella guerra di liberazione 596, 00128 Roma (Italia)

 3335250508

 crux900@gmail.com

 Skype Stefano Martinelli

EDUCATION AND TRAINING

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|------------------------|--|----------------------|
| 11/2018–2020 | Master's degree, Technologies and languages of communication, 110 summa cum laude <ul style="list-style-type: none">▪ Game design▪ Distribution techniques▪ Serious game and gamification▪ Game criticism | <i>Livello 7 QEQ</i> |
| 11/2015–08/2018 | First degree, Marketing & Digital communication, 110 summa cum laude
Link campus university, Roma (Italia) <ul style="list-style-type: none">▪ Game Journalism▪ Game design fundamentals▪ Art director▪ Sound design▪ Game marketing strategies and industry management▪ Object oriented programming - Unity & Unreal▪ 3D modelling▪ Creative writing | <i>Livello 6 QEQ</i> |
| 08/2014–11/2015 | Certificate in web design - Adobe dreamweaver - PHP-MySQL
Accademia Anja, Roma (Italia) <ul style="list-style-type: none">▪ Coding▪ Photoshop basic▪ Using Dreamweaver▪ CSS | |

EXPERIENCES

Factory Salesforce Salesforce Developer - 2021 - Visioture

- Developed Visualforce pages using Apex for proprietary Salesforce application to track the flow of business.
 - Created custom objects.
 - Designed and deployed Custom tabs, Custom Objects, Components, Visual Force Pages, validation rules, Approval Processes and AutoResponse Rules for automating business logic
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3D modeller VR developer - 2020 - IGLUNA

- I create an environment in a 3D space for a VR experience, project IGLUNA 2020 V-GELM
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Object oriented developer - 2019 - VLG

- I worked as a programmer and artist in a Global game jam in a game called “Tumy vs world” 2017
- I worked as a junior programmer for a VR game in the “Let’s Play conference” 2017
- I worked as a junior game designer in a project called “The fallen Machina” in 2018
- In 2019 I worked as a beta-tester in “Dry Drowning”
- I worked at a project called Towerfall, as Lead programmer in 2020

PERSONAL SKILLS

Mother tongue(s) Italian

Foreign language(s)

UNDERSTANDING

SPEAKING

Listening

Reading

Spoken interaction Spoken production

English level

B1

B1

B2

B2

Communication skills Good communication capacity obtained during my time spent in the university - Digital Communication

Digital skills

- I know how to use **Adobe Dreamweaver** - Certificated by Adobe.
- I know how to use **Photoshop** and others graphics programs as **Clip Studio** and **Illustrator**.
- I have used program languages like **C#, Java, C++, CSS** and **HTML5**.
- I know how **PHP** and **MySQL** work and how to use them – Certificated.
- I know how to use the Microsoft Office programs, **Word, Excel, PowerPoint**.
- I have used **3D max** and others 3D modelling programs like **Maya, Blender** I know how to use them at an advanced level.
- I have participated in three Games Jams as a programmer and an artist with a best result of **247** out of **2000**.
- I have used games engines like **Unreal, Lumberyard** and **Unity**.

Others skills

- I finished three courses of the “European Manga Academy”
- I finished an anatomy course and a programmer course (C#) on udemy

A handwritten signature in black ink, reading "Stefano Martinelli". The signature is written in a cursive, flowing style.

Autorizzo il trattamento dei miei dati personali presenti nel curriculum vitae ai sensi del Decreto Legislativo 30 giugno 2003, n. 196 e del GDPR (Regolamento UE 2016/679).