



Maione Michele
 Milan • Italy
 Mobile phone (+39) 3280748800 • Email mikymaione@hotmail.it
 Site www.maionemiky.it • GitHub github.com/mikymaione • Version 04/12/2019

Personal summary

I was born in Naples in 1986, on a cold winter morning. I'm a computer scientist specialized in desktop applications for Windows and Linux. Since childhood I have always had a huge passion for science, physics and math, I'm also fond of European literature of the 19th and 20th centuries. I practice volleyball, swimming, bodybuilding, running and cycling at amateur level. I'm very competitive and I never give up. My dream is to become a video game developer.

Career history

Role	Employer	Start	End
Software architect	Pianetasoft S.r.l.	09/2015	09/2018
Software architect	Informatici Senza Frontiere ONLUS	09/2015	06/2016
Software analyst	Races Finanziaria S.p.A.	11/2013	12/2014
Software architect	Clue Norge ASA	09/2010	09/2013
Software architect	Soluzioni Informatiche	09/2009	08/2010
Software analyst	Dueggi S.p.A.	01/2009	07/2009
Developer	Finwin S.r.l.	05/2006	12/2008

Education

University	Degree	Class	End
University of Milan	Master's degree	Computer science: video game design	currently
University of Naples Federico II	Bachelor's degree	Computer science: scientific computing	2018
Liceo scientifico statale Carlo Urbani	High school diploma	Scientific lyceum	2006

Skills

Operating systems
Windows, Debian, Fedora, Android
Organization software
Subversion, Git, Jira, Confluence
DBMS
SQLite, Firebird, SQL Server, MySQL, Oracle
Asset editing software
Paint.net, GIMP, Photoshop, Premiere, Inkscape, 3dsmax, ZBrush
Markup languages
XML, HTML, CSS, LaTeX, UML, JSON, Protocol Buffers
Programming languages
C#, VB.NET, Delphi, Java, TypeScript, JavaScript, Groovy, C, C++, C++/CLI, PHP, Python, Eiffel, Rust
Frameworks
Windows Forms, ADO.NET, ASP.NET, Entity Framework, LINQ, Hibernate ORM, Node.js, Google Polymer, Maven, Gradle, gRPC
Game engine
Unity, Clickteam Fusion