



# Alessio Palazzolo

Date of birth: 15/12/2003 | **Nationality:** Italian | **Gender:** Male | (+39) 3209490053 |

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## ● EDUCATION AND TRAINING

09/2017 – 07/2022 – Viale Regina Margherita 22, Catania, Italy

**HIGH SCHOOL DIPLOMA** – Istituto Tecnico Archimede

### Field(s) of study

◦ Information and Communication Technologies

[www.itarchimede.it](http://www.itarchimede.it)

09/2014 – 07/2017 – Piazza Montessori 2, Catania, Italy

**MIDDLE SCHOOL DIPLOMA** – Istituto Comprensivo Grazia Deledda

[www.scuoladeledda.it](http://www.scuoladeledda.it)

## ● LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
<b>INGLESE</b>	B2	B2	B2	B2	B2
<b>SPANISH</b>	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

## ● DIGITAL SKILLS

### Programming languages

HTML5/CSS, Javascript | PHP Language | Database MySQL/phpMyAdmin, SQL Server | Web Design & Web Development | UE4 blueprints | Programming Languages: Java, C++, Kotlin, C#, Javascript

### Technologies

Photoshop | Microsoft Office (Word, Excel, Powerpoint) | Adobe Premiere | Unreal Engine | Github | Unity | Modellazione e animazione 3D: (Blender, Zbrush, Substance 3D)

## ● PROJECTS

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01/2020 – 05/2021

### **ChiostroVR**

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<https://drive.google.com/drive/folders/1LDSygKizYqq4cnaJV5xc8L0CAshDPONu?usp=sharing>

I had been part of the team that developed ChiostroVR, a virtual reality experience that allows people to explore Archimedes Technical Institute's cloister via the Oculus Quest 2. We applied the textures to a blank 3D model of the cloister with SketchUp and then developed the software in Unity.

## ● VOLUNTEERING

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10/2021 – 10/2021

### **FAI - Fondo Ambiente Italiano**

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Città della scienza, Catania

04/2022 – CURRENT

### **Unreal Engine AR developer**

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