



Filippo M. Libardi

Developer

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EDUCATION

Bachelor of Science in Computer Games Programming.

London Metropolitan University - London

September 2015 to June 2018

Final Grade: **First Class Honour Degree**

Module Name	Grade	Module Name	Grade	Module Name	Grade	Module Name	Grade
Game Design	68	C++ Programming	79	Digital Toy Design	82	Artificial Intelligence	75
Game Portfolio	70	C++ Programming for Games	80	Game Portfolio 2	75	Artificial Intelligence for Games	94
Computer Hardware Architectures	74	Graphics and Imaging	77	Logic and Mathematical Techniques	80	Personal Project	87

Humanistic High School Diploma.

Liceo Classico Socrate - Rome

July 2010 to July 2015

Final Grade: **78**

SKILLS

- C++ ■■■■■
- C# ■■■■□
- Python ■■■□□
- CSS, HTML, JavaScript ■■□□□
- SDL, SFML ■■■■□
- DirectX ■■■□□
- OpenGL ■■■■
- Creating and Compiling Shaders (GLSL, HLSL) ■■■■□
- Unity Engine ■■■■□
- Unreal Engine ■■■□□
- Git (Git Bash or GUI using GitKraken) ■■■■
- Design Patterns
- Object Oriented Programming
- Familiar OS: Linux, Windows, OSX
- Raspberry Pi
- Arduino
- MicroBit
- PyCharm, Visual Studio, XCode, NetBeans
- UML
- Fritzing
- MS Office 365 (Word, Excel, PowerPoint, Publisher)
- GIMP

PORTFOLIO

-> <http://www.filippolibardi.co.uk> <-

WORK EXPERIENCE

Teacher

ARK Putney Academy - London

September 2017 to Present

During my employment at the Ark Putney Academy I taught, over the course of the academic year one lesson a week, each an hour and a half long. The students attending my classes ranged from 13 to 18 years old.

Some of the students created some basic games (top down shooter/avoider) just using the Microbit's LED matrix and the buttons, while others got into the more complexed projects using an Arduino Uno.

It has been a massively satisfying to see them improve their skills and succeed in doing something new every time.

Internship

Micro:bit Educational Foundation - London

June 2017 to September 2017

The foundation created the Microbit device and donated it to all students from year 7 in England and Wales. It also committed to running sessions in schools on how to use the device via the set of tools that has been released with it by.

During my short time at the Foundation, my duties included getting familiar with the Microbit Device, studying its capabilities and preparing material for the mentioned lessons.

IT Assistant

Dream I.T - London

June 2015 to October 2016

During the time I spent at DreamIT ldn, I met great people and I've had the honour to see the company grow from scratch up to when it has a full team of young people from designers to business directors.

During my time there, I also shaped my skills on everyday problem solving as DreamIT serves Happy ltd and its staff in every IT related issue encountered.

Unquestionable Games

June 2018 to Present

We are a group of students graduated from the same University who enjoy Games and enjoy even more making them. We work purely for passion and to spend some good time altogether.

-> <http://www.unquestionablegames.com> <-

PERSONAL SKILLS

I have always loved travelling and I have been lucky enough to have the possibility to do so. Visiting different countries and meeting people from literally everywhere in the world allowed me to open my mind to different cultures and assimilate all the beautiful aspects from each and single one of them.