

# Mario Cuomo

Unity and .NET Developer

21 Years Old, Rome

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## SUMMARY

I am a student of Computer Engineering at RomaTre University.

In the last few months I have turned my attention to the development of multiplatform videogames using Unity Graphics Engine. I am a very willing boy: the main goal is to learn but also to return something. For this reason I am the promoter of an educational start-up.

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## EXPERIENCE

- December 2017- April 2018
  - **Microsoft**
  - Software Developer
  - Development of an innovative application for the Imagine Cup 2018 Project available from May 2018. The project has been awarded as one of the 50 best ideas in the world. To find out more visit: [www.timeboom.it](http://www.timeboom.it).  
Very important experience through which I learned to use Azure cloud and MySQL database.
- 2017- Today
  - **GericoSoftware**
  - Software Developer
  - I have developed several Universal Windows Platform games for this company. To find out more visit: [www.gericosoftware.com](http://www.gericosoftware.com).
- June 2017- October 2017
  - **Zoomarine Italia S. P. A**
  - Area Manager
  - The tasks carried out within the park were different including one that covered greater importance it was definitely responsible for a private area and responsible for cash.  
Very important experience that allowed me to get in touch with the public and improve my relational attitude. Here too, like other experiences, I have developed methodologies of team-work aimed at optimizing the time.
- June 2015
  - **INFN-National Institute of Nuclear Physics**
  - Intern

# CURRICULUM VITAE

- I carried out a research and analysis about the superconductors and on the possible use of them. A particular attention was focused on designing and making a prototype train Maglev And on all the features that make it pro producing. They were also carried out different tutorials practices. The route ended with the presentation of elaborate about the experience experienced.  
During this month I learned to use technical equipment and I improved my Soft skill Teamwork.

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## TRAINING

- **University of Rome RomaTre**  
Bachelor, Computer Engineering, 2016 – 2019
- **Institute of Secondary Education "Via Copernicus", Pomezia**  
High School Diploma, 2011 – 2016

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## EVENTS AND AWARDS

- **Microsoft Imagine Cup 2019**
  - December 2018 – January 2019  
TravelLove is the first platform that rewards your travels. Traveling you earn points that are redeemed to receive rewards. You earn as many points as you travel far.  
The application is a UWP connected to Azure.
- **Microsoft Virtual Academy**  
**Develop games using Unity 5**
  - December 2018
  - Followed a virtual course on the Microsoft Virtual Academy platform regarding the development of videogames with Unity 5 and Visual Studio. Also present a module concerning the connection to Azure.
- **Microsoft xMasDev2018**
  - December 2018
  - Participation in the event organized by dotNET {podcast} about Microsoft technologies such as Azure, Dynamics 365 and Windows ML.
- **Insiders in Action: Giving Back Contest**
  - December 2018
  - I made a short video of a minute in which I describe how I use technology to help the community. The project described is Timeboom.
- **Microsoft Virtual Academy**  
**Develop UWP using Cortana**
  - November 2018
  - Virtual course on the Microsoft Virtual Academy platform about how to develop Universal Windows Platform apps using some of the Cortana's features as Text To Speech, Speech Recognition and Voice Command.
- **Nasa Space Apps Challenge 2018**
  - October 2018

# CURRICULUM VITAE

- Participation at Space Apps Challenge with the development of a mobile application that is SpacePotato. It has been proposed for the challenge “Can you build a... - invent your own Challenge”.
- **Maker Faire Rome 2018 – The European Edition**
  - October 2018
  - Participation at Maker Faire Rome, the European fair about technological innovation and the presentation to public of TIMEBOOM and WEBIQU projects.
- **TIMBOX Hackathon II**
  - September 2018
  - Chosen together with 40 other candidates to participate in the TIMBOX Hackathon II organized by Engineering and Telecom Italia at Orvieto. The aim of the Contest is to develop potential services, which can be provided through TIM's Top Set BOX, TIM BOX, based on Mixed Reality technology.
- **Wordpress - WordCamp Rome 2018**
  - September 2018
  - Participation as a volunteer in the support team of the international conference about Wordpress platform. Different topics: development, SEO and security. Participation in the Italian Slack community.
- **Microsoft Virtual Academy**  
**Xamarin Forms Fundamentals**
  - August 2018
  - Virtual course on the Microsoft Virtual Academy platform covering the fundamental concepts of Xamarin and Xamarin Forms. Described Model-View-ViewModel and DataBinding
- **Ultimate Game Changers Contest – Lion Studios**
  - August 2018
  - Development of a mobile game that uses Applovin SDK. Developed the application PocioEating that is a remake of Pocio game presented at Microsoft Dream.Build.Play 2017 and awarded as one of the best 100 applications. The development of the game is described in the ebook 'Unity Tutorial: Towards the creation of a video game' that can be purchased on Amazon.
- **First Ascent 2018 – Bending Spoons**
  - July 2018
  - Chosen among another 150 nominations for the First Ascent 2018 program to reward the 20 best university students among the various Italian IT departments. Waiting for the final judgment.
- **Netduino: Connected Things Using C# and .NET**
  - July 2018
  - Development of an IoT device that uses .NET and C # frameworks. The proposed project, TIMEBOOM, is a review of the one presented at the Microsoft Imagine Cup 2018 with many additional features such as: remote connection between application and physical object, network connection by recording your device and the records of the games played. The project was selected among the best 40 to get a free Netduino 3 device.
- **Microsoft Insider Dev Tour 2018-Rome**
  - June 2018
  - Participation in the Roman stage of one of the most important tours of Microsoft. The topics and new technologies presented in May in the Microsoft Build 2018 were discussed during the conference. The technologies mainly described Were Microsoft Graph, Progressive Web Apps, Office 365, Machine Learning and Mixed reality through the

# CURRICULUM VITAE

use of the Unity graphics engine.

Thanks to this experience I have deepened my knowledge about the WINDOWS10 operating system with many of its features and the importance of using the Cognitive Services of Microsoft.

- **Microsoft Virtual Academy**

- **Javascript Fundamentals**

- June 2018
- Virtual course on the Microsoft virtual Academy platform covering the fundamental concepts of Javascript that make it a language of Scripting Highly used and avant-garde. Several frameworks have also been used, including the most important JQUERY.

- **Microsoft DevOps @ Work 2018**

- March 2018
- Participation in the event DevOps @ Work 2018 organized by the Roman community DomusDotNet for the disclosure of Microsoft .net technologies. The topics discussed were different, from the security of applications and databases in Azure, to the use of Microsoft Containers and Dockers Datacenter.

- **Philmark Informatica**

- **Master in Java and Salesforce**

- February 2018 – March 2018
- Training action carried out with the financing of Shape. Temp.  
The topics discussed were different. Design and analysis of applications developed in Java, infrastructure of J2EE and database applications, Introduction to ORM and architecture of applications developed in Salesforce.

- **Microsoft Imagine Cup 2018-Big Idea Challenge**

- December 2017 – January 2018
- An international competition that provides for the design of a cloud Azure-based solution that can change the World'. The participation took place through the recording of a video Pitch of at most three minutes that can best represent the idea. Classified as one of the best 50 videos and ideas around the world in IT.  
Experience has helped me to better understand how important it is to convey an idea and make it understand and transmit it In the simplest way Can.

- **Microsoft Developer Diary Contest 2017**

- November 2017 – December 2017
- Maintenance of a development diary of a Universal Windows Platform video game lasting a month that describes the most difficult and solving techniques encountered.  
In this month I have improved my soft skills in presenting a product describing its qualities and flaws but I also improved my knowledge in the use of the platform Wordpress.

- **Microsoft Dream Build Play Challenge 2017**

- October 2017 – December 2017
- Realization of Different Universal Windows Platform video games.  
The Parker video game was considered one of the top hundred participants.  
During this experience I had the opportunity to work in a team that is still very cohesive and with which I am working on the realization of a start-up.

# CURRICULUM VITAE

- **Microsoft Windows 10 Sweepstakes 2017**

- November 2017 – December 2017
  - Developed several applications published on the Windows Store.  
During this experience I had the opportunity to interface with the Unity software, the Visual Studio development environment. In addition I learned how to use the C# programming language.
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## STARTUP

- **TIMEBOOM**

- Timeboom is a world that combines fun with teaching. A first version is aimed at children to teach mathematics. Born as a cross-platform application (Available today on Google Play, Microsoft Store and What WEB application) Is Been Also developed in physical version Programming an Arduino board. Is Also planned a geography and history version. The project is explained at Maker Faire 2018.  
The fundraising campaign will be available on Indiegogo Starting from July 2018.
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## PUBLICATIONS

- **UNITY TUTORIAL: Verso la creazione di un videogioco**

- August 2018
- The ebook describes the creation of a simple 2D game developed to be installed on Android mobile devices with the Unity graphics engine.  
The whole project is available on a Github repository.  
The game, PocioEating, is the remake of the game Pocio presented at Microsoft Dream.Build.Play 2017 and awarded as one of the best 100 games presented.

- **UNITY TUTORIAL: simple tutorials for beginners**

- July 2018
  - A simple manual that contains several tutorials to develop 2D applications with the Unity graphical engine. All paragraphs in the book are written and thought of by me and featured on my blog in the UNITY TUTORIAL section. The manual is available on Amazon Kindle both in digital format and in paper format.
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## FOREIGN LANGUAGES

- **English**

- Level of Knowledge B1 certificate from university exam.