Simone Aronica Gameplay Developer

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in simonearonica xNicklaj 🎮 Nicklaj

🎓 EDUCATION & TRAINING

Master's Degree in Cinema and Digital Media Engineering   22/09/2024 – Current | Turin, Italy
Politecnico di Torino ⧉
- Core courses: **Virtual Reality**, **Game Design**, Computer Animation, Audio Sampling, Digital Audio Processing, **User Experience Design**, Digital Interaction Design.
- Winner of the **merit scholarship** granted by EDISU Piemonte for the **entire accademic path**.
Current avg. grade: 27/30.

Bachelor's Degree in Computer Engineering   20/09/2020 – 08/12/2025 | Turin, Italy
Politecnico di Torino ⧉
- Core courses: **Algorithms** and data structures, Operating Systems, **Computer Networks**, Introduction to **Web Applications**, Object Oriented Programming, Introduction to **Databases**, Computer Architecture.
- Winner of the **merit scholarship** granted by EDISU Piemonte for the **entire accademic path**.

High School Diploma as IT Technician   2015 – 2020 | Palermo, Italy
Technical Institute Majorana ⧉
Core knowledge: Software Development Principles, C, Java, PHP, Project Management, Computer Networks.

📁 PROJECTS

Domande? ⧉
A **digital experience** aimed at making the user ponder and reflect about its role in society.
Made in three months by a team of four people where I acted as **lead developer** and **tool designer**.
This project was made for the course of Virtual Reality.
Personal writeup available on portfolio.simonearonica.me ⧉ .

Casino Survivors ⧉
A **videogame** prototype for a top-down 2D shooter that offers a three-players online **multiplayer** experience.
Made in two weeks by a team of three people where I acted as **lead game designer** and **lead programmer** for the **networking** stack.
This project was made for the **Play Again Game Jam** hosted by **LevelupLab**, the videogame development team in PoliTO.
Personal writeup available on portfolio.simonearonica.me ⧉ .

Butter ⧉
A **Unity library** that offers built-in save data serialization, **save and load** mechanics, a **game event** management system and custom data tools via the **Scriptable Object Architecture**.
Personal writeup available on portfolio.simonearonica.me ⧉ .

✂ OTHER EXPERIENCES

Member of IEEE-HKN Mu Nu Chapter ⧉   2025 – Present
- Member of the italian chapter of the **honor society** IEEE-HKN.
- In the communication area, I've been creating multiple **media content** and refining my skill in design, communication and creative arts.

Torino Film Industry ⧉   2024 – Present
- **Technician and technical area manager** for the Virtual Reality rooms.
- Reception and attendance of over 200 guests spread through 6 days.

Cyberchallenge.it ⧉   2021

During the cyberchallenge.it ⧉ national **capture-the-flag tournament**, disputed by around 40 universities:
- Participated as **finalist** in a team of six people.
- As a team, **finished second** in the competition.

Pwnthem0le ⧉   2021 – 2022

During my membership at the pwnthem0le ⧉ student team in PoliTO:
- Participation in different capture-the-flag **competitions**.
- Developed some capture-the-flag **challenges** for the m0lecon CTF.
- Development and redesign of **internal web infrastructures** and **public website** for the **m0lecon CTF** ⧉ .
- Public speaking for a **web security and penetration test workshop** at PoliTO in front of about 200 students.

🧠 SKILLS

Software Development
- **Coding**: Python, Java, C, C++, C#, Go, Java, Kotlin, MATLAB, Bash, MIPS32 ASM
- **Mobile**: Jetpack Compose.
- **Web Development:** HTML, CSS, Javascript, Typescript, PHP, ExpressJS, Flask, Joomla, NodeJS, GatasbyJS.
- **Databases**: SQL, NoSQL, MongoDB.
- **Tools**: Linux, Docker, Git.
- Various: UML, ER Driagrams, Code Design Patterns (GOF, SOLID), Atlassian Trello, LaTeX.

Game Development
- **Game Engines:** Unity, Unreal Engine
- **Game Design**: Principles of game design and videogame prototyping.
- **Project Marketing**: Realization of videogame trailers and pitch documents.
- **Gamification:** Design of gamified experiences and serious games.
- **Virtual Reality:** Knowledge of different types of input / output devices and tracking systems for virtual reality.

Cybersecurity
- **Attack knowledge**: Man-in-the-middle, Sniffing, Spoofing, DDoS, SQL Injection, Session Hijacking, Buffer Overflow, Template Injection, Request Forgery, Oracle Attack.
- **Tools**: Ghidra, Wireshark, Packet Tracer, Burp Suite.
- Various: Reverse engineering, Binary Exploitation, Cryptography.

📑 CERTIFICATES

- **Cyberchallenge.it** ⧉
  - Training program in **ethical hacking** of 150h over four months.

- **Cisco** ⧉
  - Cisco CLA - **C Programming**
  - Cisco - Intro to **Packet Tracer**
  - Cisco - **Cybersecurity** essentials

🌐 LANGUAGE SKILLS

Italian — Native ⏐ **English** — IELTS 7.5 (Advanced)