Stefano Iaconetti

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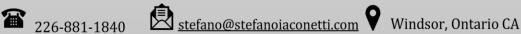
GitHub: https://github.com/StefanoIaconetti   LinkedIn: https://www.linkedin.com/in/stefano-iaconetti-48bb50171/

Website: http://stefanoiaconetti.com/

PROFESSIONAL PROFILE

Finished my studies at the University of Windsor and St. Clair College. I have spent most of my studies working with others and learning new ways to create programs and games. I have a passion for building games and want to help develop games that others will love and enjoy.

EDUCATION

Bachelor of Computer Science

University of Windsor, Windsor ON   September 2019 – April 2021

Associates Degree for Mobile Applications

St. Clair College, Windsor ON   September 2016 – May 2019

EMPLOYMENT EXPERIENCE

Software Developer

TriBit Software   2021

Chatham, ON

- Creating programs and software requested by clients.
- Working with a team to complete projects.
- Help maintaining the business.

VOLUNTEER EXPERIENCE

Mentor

Enactus Windsor Hacks   2020

Windsor, ON

- Answered questions if needed by the attendees.
- Assisted students if they had any coding problems.
- Redirect students if they request more than I am allowed to help with.

Game Developer

Studio Dread   2021

- Building different systems and mechanics for the game with efficient code.
- Work with others around the world on all aspects of the game including sound and animation.
- Working with the producer to create what we want to build while having creative freedom