

# Curriculum Vitæ

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## Education

- Student at the University "Federico II" of Naples (Italy) as a Computer Scientist
- Secondary School Leaving Certificate with Brocca experimentation obtained with 93/100 points

## Computer knowlegde

### Operating Systems

- Linux
- AmigaOS
- Cygwin

### Programming

#### Languages

- C, C++
- Python
- xHTML, CSS
- PHP
- SQL
- Bourne-Again Shell scripting
- Octave, Maxima
- L<sup>A</sup>T<sub>E</sub>X
- Lua, Ruby
- Motorola 68k assembly

#### Libraries

- OpenGL2, GLSL
- libSDL, SDL\_image, SDL\_mixer, SDL\_ttf
- PyGTK2, Matplotlib, PyGame, PyOpenGL

## System programming

- POSIX, BSD sockets
- AmigaOS 3.x API and MUI library
- Amiga M68k assembly

## Graphic

- Blender
- GIMP

## Foreign languages

### Knowledge

- English (CAE of Cambridge)
- Greek (spoken)

### Translations

- Official English to Italian translator for [gURLChecker](#) and [gospo-applet](#)
- Translations from Italian to English and viceversa at [Quantum Leap](#)

## Publications

- Tutorials on the Italian portal [SIForge](#)
- Co-author of the Italian [presentation](#) of Mars: Land of No Mercy at [Adunanza Digitale 2006](#)

## Experiences

- 2001-2002, experience as Linux system administrator
- 2001-2002, lead programmer and site author of [Sonda](#)
- 2001-2002, maintenance and design of <http://www.nikosklitsikas.gr>
- 2004, Co-Founder, programmer and 3D artist of the game [Mars: Land of No Mercy](#)
- 2006, Founder and programmer of [GL O.B.S.](#), the GL Open Benchmark Suite
- Jun-Aug 2007, participation at the [Google Summer of Code 2007](#) for [PySoy](#)