

## CURRICULUM VITAE

### PERSONAL INFORMATION

Name **RUSO, CHRISTIAN**  
Address **12, Via Trarivi, 80062, Meta, Italy**  
Telephone **+39 081 878 86 40**  
E-mail [chris@r3i.it](mailto:chris@r3i.it)

Nationality Italian  
Date of birth 21, 03, 1983

### WORK EXPERIENCE

- Dates (from – to) 01 January 2009 – 31 March 2009
- Name and address of employer Artematica S.r.l. – 50, Corso Dante, 16043, Chiavari, Italy
  - Type of business or sector Game Developer
  - Occupation or position held Game Programmer Jr.
- Main activities and responsibilities Development of the control flow code of a Party Game for Nintendo Wii using Virtools 4.1 Engine
  
- Dates (from – to) 05 September 2008 – 31 December 2008
- Name and address of employer Artematica S.r.l. – 50, Corso Dante, 16043, Chiavari, Italy
  - Type of business or sector Game Developer
  - Occupation or position held Internship
- Main activities and responsibilities Study of “Virtools 4.1” and “Wii Solution”; development of some routines.
  
- Dates (from – to) 01 May 2005 – 28 February 2008
- Name and address of employer Justweb Studios – 32, Via Nastro Azzurro, 80063, Piano di Sorrento, Italy
  - Type of business or sector Web Agency
  - Occupation or position held Web Developer
- Main activities and responsibilities Development of some modules of the C.M.S. “Web2C”;  
Web Development with Php + SQL + XHTML on Windows/Linux ;  
Development of Javascript Libraries; Development of e – commerce web sites
  
- Dates (from – to) 01 April 2005 – 30 September 2005
- Name and address of employer D.M.I., University of Salerno,  
via Ponte don Melillo, 84084, Fisciano, Italy
  - Type of business or sector University
  - Occupation or position held Internship
- Main activities and responsibilities Case of study on the development with a framework for a virtual reconstruction of the botanic garden “La Minerva” in Salerno (Italy)

## EDUCATION AND TRAINING

- Dates (from – to) 01 July 2007 – 28 February 2008
- Name and type of organization providing education and training European Institute of Design (IED) – 122, Via Giovanni Branca, , Rome, Italy
- Principal subjects/occupational skills covered Game Design Concepts, 3d Modeling, 2D Graphics, Texture Creation, Animation Concepts, Scripting
- Title of qualification awarded Master in Videogame Design
  
- Dates (from – to) 01 September 2001 – 21 July 2006
- Name and type of organization providing education and training University of Salerno - via Ponte don Melillo, 84084 ,Fisciano, Italy
- Principal subjects/occupational skills covered Programming Fundamentals, Operative Systems, Data Structures and Algorithms, Mathematics, Algebra, Logics, Soft Computing, Physics, Networks, Software Engineering, Object Oriented Programming, Design of Human Interfaces, Java, and Web Technologies.
- Title of qualification awarded Degree in Computer Science, curricula “Information Systems on Network” (109/110)
  
- Dates (from – to) 01 September 1996 – 31 July 2001
- Name and type of organization providing education and training Liceo Scientifico “Gaetano Salvemini” - Via Sersale Antonino 2, 80067, Sorrento, Italy
- Principal subjects/occupational skills covered Mathematics, Physics, Italian (Literature – Grammar), English (Literature – Grammar), Philosophy, History, Latin (Literature – Grammar), Computer Science, Chemistry
- Title of qualification awarded Scientific Graduation (91/100)

## PERSONAL SKILLS AND COMPETENCES

MOTHER TONGUE

**Italian**

OTHER LANGUAGES

**English**

- Reading skills
- Writing skills
- Verbal skills

EXCELLENT  
GOOD  
GOOD

SOCIAL SKILLS  
AND COMPETENCES

During the studies I lived far from home dividing study's activities and rooms with other students coming from different Italian regions. In October 2008 I've been in London in order to participate to a Contest and I learned about Iterative Pitching, Brainstorming and Communication techniques. At Justweb Studios and at Artematica, I've worked in team with professional figures with different cultural backgrounds during the development of web interfaces, human interfaces and gameplay mechanics.

ORGANIZATIONAL SKILLS  
AND COMPETENCES

From May 2008 to October 2008 I realized a System Design and mapped it to code creating a small C.M.S. currently named "SoCms" ([www.socms.it](http://www.socms.it) [www.socms.it/demo/](http://www.socms.it/demo/) ).  
I can work at Requirement Elicitation, System Design and Object Design activities  
I am curious and I love evaluate new technologies/methodologies in terms of goals.

TECHNICAL SKILLS  
AND COMPETENCES

Excellent Knowledge of O.S. like Windows Xp, Windows Vista, Linux/Unix  
Excellent Knowledge of the suite Microsoft Office 2007 and OpenOffice  
Good Knowledge of C, C++, UML, Ajax, ActionScript 3.0, XML + DTD Schema  
Good Knowledge of the I.D.E. Eclipse  
Excellent Knowledge of XHTML, SQL, CSS, Java, Php, Javascript  
Experience in Development with Framework and Middleware (12 months)

ARTISTIC SKILLS  
AND COMPETENCES

Good Knowledge of the suite Adobe CS3 (Photoshop, Flash, Fireworks )  
Good Knowledge about Photography and Composition  
Good Knowledge about Interface Design Concepts  
Sufficient Knowledge about 3D Modeling with Discreet 3D Studio Max 2008  
Sufficient Knowledge about Classic Animation  
Sufficient Knowledge about Iterative Pitch and Brainstorming techniques

OTHER SKILLS  
AND COMPETENCES.

Good Analysis and Synthesis Skills.  
Good Work Ethic  
Good ability to study  
Willingness to travel

DRIVING LICENCE(S)

Italian Driving License Type "B"