

# Tommaso Lintrami

born in Milan **21st May 1973**  
e-mail: [tommaso.lintrami@gmail.com](mailto:tommaso.lintrami@gmail.com)  
mobile **+39 339 8484124**

## *Overview*

I am an enthusiast computer programmer since the age of 9 with around twenty years commercial experience. My IT work with projects of different areas makes me a viable candidate for a wide variety of positions. Specialized in web development following w3c standards and with software development experience on different platforms: native Windows applications written in C++ or C#, Mac OS X / iOS and Android applications.

I am a problem-solver, with UI/UX design and programming as well as database design skills.

## *Professional experiences*

### **2020 – today: Kolumbus Front End Web Developer**

**Mansions:** AngularJS and Vue front-end developer and PhP back end developer

**Client:** [DShare S.p.A.](#) [Gruppo ENI SpA, Milano](#)

**Tools:** Visual Studio Code, Managed Chrome and Debug Tools, G-Suite, GIT, Bitbucket, Docker

**Libraries:** JSP / JSTL , Tomcat, MySQL, NodeJS / Django / Python / HTML5 / (S)CSS / Javascript

### **2019: IT Consultant – Full Stack Developer**

**Mansions:** Angular Front-End developer and Full Stack C#.net / Angular developer

**Client:** [Craon S.r.L.](#) Vimercate (MI) for BeSolutions S.r.L. Assicurazioni Generali and Reply S.p.A.

**Tools:** Visual Code, Visual Studio, MS SQL Management, Chrome Debug Tools, MS TFS, GIT

**Libraries:** .net Core / NodeJS / Angular 5 / Angular 8 / Vue / HighCharts / HereMaps

### **2018 – 2019: Front End Web developer**

**Mansions:** Dynamic Data Visualization, Data import, RESTful API, Platform Integration

**Client:** [LittleSea Video SrL, Milan](#)

**Tools:** Trello, Visual Code, Chrome Debug Tools, Git, PhP, Javascript, CSS, XML, JSON

**Libraries:** REST, SOAP, FBSDK, Javascript (jQuery / jQueryUI / IndexedDB / WAAPI)

### **2017: Full stack game developer**

**Mansions:** C# .net 4 and Unity3D C# client and server programmer

**Client:** [Freejam LTD, Portsmouth, UK](#)

**Tools:** JIRA, Unity3D, Visual Studio, Perforce

**Libraries:** .Net, Svelto ECS, Photon Server, PlayMaker, DeltaDNA

### **2015 – 2016: Full stack web developer - trainer - teacher**

**Mansions:** Web and software solutions developer, tech supervisor and trainer

**Client:** [Clever S.r.L., Vigevano](#)

**Libraries:** MySQL, LAMP, MongoDB, HTML5, Javascript, PhP

## 2013 – 2015: Game development with Unity3D and C# Teacher

**Mansions:** Teaching a class of ten students game development with Unity3D engine and C#

**Client:** [Scuola Internazionale di Comics](#) (recently changed in: [The Sign art school](#)), **Florence**

**Tools:** Unity3D, MonoDevelop, C#, KeyNote, OpenOffice

## 2014: iOS app developer

**Neglect App 2.0** Virtual Reality Research testing and rehab application for iOS / Android tablets.

**Client:** [Auxologico Tech Lab](#), [San Luca Hospital](#), **Milan**

**Tools:** Unity3D, MonoDevelop, C#

## 2009 – 2013: Independent game developer

- **Title:** Zaharia RPG playable prototype for KickStarter campaign  
**Client:** [Inner Void interactive LTD](#)  
**Published:** February, 2014  
Links: <http://youtu.be/b6ds88WIEIA> - <https://www.youtube.com/watch?v=oDym8haWCnI>
- **Shipped Title:** Orion Attack - Action strategy tower defense game for iPad  
**Published by:** Developed and Self published On Appstore, October, 27, 2012
- **Shipped Title:** Mad O Ball 3D - fast paced rolling game for iOS  
**Published:** Developed and self published On Appstore, March, 3, 2010  
<http://www.guardian.co.uk/technology/2010/may/23/new-phone-apps-eurovision-game-review>

**Tools:** Xcode, Unity3D, C#, Objective-C

## 2007 – 2009: Visual C/C++ programmer

**Projects:** Neoclide (Virtual Characters for TV/Live Shows) new input drivers implementation

**Client:** [Studio Azzurro S.r.L.](#) - [Etica S.r.L.](#)

**Tools:** C/C++, BlitzBasic, SVG / XML / EcmaScript / PhP

## 2004 – 2006: C/C++ Audio programmer

**Project:** The Black Corsair (PS2, PC)

**Client:** [Virtual Identity S.r.L.](#)

**Tools:** ANSI C, MS Visual C++ 2003, Renderware Graphics 3.7, CodeWarrior/GCC, SCEE Tools

## 2001 – 2003: Independent game developer

**Projects:** Dragan's Quest (PC Retail/Download)

**Client:** [Idigicon Ltd.](#)

## 1997 – 2000: Web Master

**Project:** GameOnLine.it multiplayer community web portal and first Quake3/UT web ladder

**Client:** [Halifax S.r.L.](#) / [Digital Bros S.p.A.](#)

**Tools:** ASP 2.0 HTML/Javascript / MS IIS with MS SQL Server database

## *Foreign languages*

Fluent in English written and spoken. German and Spanish: entry level