

Leonardo Pierobon

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About Me

I am a Mobile Developer, Unity Developer and 3D generalist interested in growing professionally in the IT field. During my academic and research career I have delved into the cognitive basis of the relationship between humans and digital systems, but I have also developed my computer science skills to be able to design, create and then evaluate different interfaces, especially with regard to aspects of User Experience and user-centered design. I have good ability to work in multidisciplinary teams and to meet deadlines, and good analytical and problem solving skills. I am always looking for opportunities to learn new things. My personal interests include game developing, cinema, and hiking.

Work Experience

[12 Feb 2024 – 12 Aug 2024] - **Mobile Developer Internship**

Crispy Bacon Srl - Marostica (IT)

Maintenance, documentation and release of several mobile applications. Development, UAT test management, and maintenance of an IoT application, which led me to perform tasks on different aspects of development, such as releasing updates and new versions of apps on the Android and iOS stores, creating pipelines, managing API calls, and managing Bluetooth and GPS connections. Bug fixing, maintenance, and evolution of already released apps, also having the opportunity to meet directly with customers to review requests and plan work.

[1 Feb 2023 – 25 Jan 2024] - **PhD student in Brain, Mind and Computer Science**

Università degli Studi di Padova - Department of General Psychology (DPG) - Padova (IT)

Design and development of hybrid living environments based on a human-centric approach, with a focus on Extended Reality technologies. Understand how XR technologies influence and shape user behavior and interactions between users. Explore and analyze the dynamics that characterize the relationships between people within virtual worlds, to understand how technology-mediated interactions develop and to what extent they depend on the characteristics of the technology itself.

[9 Nov 2021 – 9 Nov 2022] - **Internship (post-lauream)**

Università degli Studi di Padova - Human Inspired Technology Research Centre - Padova (IT)

Evaluation of User Experience and cognitive ergonomics aspects of Virtual Reality and Human-Computer Interaction in general. Design and implementation of experimental paradigms, data collection and analysis.

[15 Oct 2021 – 15 Oct 2022] - **Research assistant**

Università degli Studi di Padova - Human Inspired Technology Research Centre - Padova (IT)

Collaboration on the development of an Augmented Reality e-commerce interface (Hololens 2). Design and implementation of experimental paradigms for interface evaluation, data collection and analysis.

[Feb 2021 – Aug 2021] - **Game Developer**

Università degli Studi di Padova - Human Inspired Technology Research Centre - Padova (IT)

Development and testing of a Virtual Reality application, which involved creating and programming a virtual environment using Unity game engine, and C# programming language. The 3D objects included in the application were modeled using Blender.

Education

[Sep 2018 – Jul 2021] - **Master's degree in Applied Cognitive Psychology**

Università degli Studi di Padova - Padova (IT)

Thesis: Surviving with the majority: persuasion and decision making during an interactive cinema experience.

[Sep 2014 – Sep 2018] - **Bachelor's degree in Psychology**

Università degli Studi di Padova - Padova (IT)

Thesis: Objectified body: the meaning of somatization in major depressive disorder.

[Sep 2008 – Jul 2013] - **High school diploma, Liceo Scientifico Tecnologico**

I.I.S. Antonio Meucci - Cittadella (IT)

Digital Skills

Programming Languages

Knowledge and experience with Flutter framework for mobile development, Dart and C#.

Intermediate knowledge of Kotlin and Swift.

Intermediate knowledge and experience with python and R.

Softwares

Regular use of Microsoft Visual Studio Code, Android Studio and Xcode.

Knowledge and experience with Unity Game Engine for VR, AR and desktop app development.

Intermediate experience with Anaconda, Jupyter and Pycharm.

Experience with RStudio and JASP for data analysis.

Experience with Blender for 3D modeling.

Operating Systems

Regular Microsoft Windows and Android user.

Experience with Apple macOS and iOS distributions.

App Release

Knowledge and experience with App Store Connect, Google Play Console, Google Cloud and Firebase.

Experience with Bitrise for pipelines.

Others

Knowledge and experience with Git version control, GitHub and GitLab.

Experience with RESTful API integration and backend services.

Basic knowledge of Adobe Premiere Pro, Adobe Photoshop and Audacity.

Language Skills

Italian

Mother tongue

English

Listening - **C1** Reading - **C1** Writing - **C1** Spoken production - **C1** Spoken interaction - **C1**

Certificates

[30 Dec 2023] - **Flutter & Dart - The complete guide (2023 edition)**

Udemy - Setup and distribution both in macOS and Windows, Widgets, Debugging, Page navigation with tabs, side drawers, and stack-based navigation, State management solutions, Handling and validating user input, Connecting to backend servers by sending HTTP requests, User authentication, Using native device features, Animations, Page transitions, Push notifications.

[23 Jun 2023] - **Unity Creative Core**

Unity Technologies - Design process, render Pipelines, materials and shaders, lighting, particles and visual effects, post-processing, Unity cameras, animation systems, audio design principles, prototyping.

[1 Sep 2021] - **Unity Junior Programmer**

Unity Technologies - Application debugging, application prototyping, code writing and testing, code optimization, programming in C#, game graphics engines, programming in Unity, User Interface programming.

Publications

[2023] - **Exploiting 3D Web to Enhance Online Shopping: Toward an Update of Usability Heuristics**

HCII 2023 - International Conference on Human-Computer Interaction

[2023] - **Beyond the Embankments: Virtual Training on Human-River Interaction for Fostering Safer Behaviors during Flood Emergencies**

Sustainability

[2022] - **Rethinking the Shopping Experience: A Qualitative Explorative Study On 3D Web and AR for Displaying and Selling Goods**

MCCSIS 2022 - Multi Conference on Computer Science and Information Systems (IADIS)

Projects

FOrever- a virtual journey into the world of Dario Fo

Main Unity Developer (Meta Quest Pro) and 3D generalist. Immersive exhibition of the pictorial works of the master and Nobel prize winner Dario Fo (foreverforest.it).

17,731 First Steps

3D artists collaboration "17,731 First Steps" by Andrew Price (BlenderGuru). My project was chosen to be part of a special selection of 30 of this artist's favorite works and is being sold as an NFT to raise funds for Blender development.

I authorize the processing of personal data contained in my curriculum vitae based on art. 13 GDPR 679/16.

Marostica, 12/08/2024

Con la presente, desidero confermare che Leonardo Pierobon ha collaborato con Crispy Bacon Srl in qualità di Mobile Developer dal 12 febbraio 2024 al 12 agosto 2024.

Durante questo periodo, Leonardo ha dimostrato una notevole forza di volontà nell'apprendere le competenze tecniche necessarie per il ruolo di Mobile Developer, e una passione che lo ha portato a raggiungere con successo gli obiettivi assegnati.

Leonardo ha fornito un contributo prezioso nello sviluppo, nella gestione dei test UAT e nella correzione di difetti di un importante e complesso applicativo IoT sviluppato in Flutter. Inoltre, si è occupato con ottimi risultati della manutenzione e dell'evoluzione di app già rilasciate, garantendo la soddisfazione del cliente grazie alle sue eccellenti capacità comunicative e al livello tecnico raggiunto, che ha superato le nostre aspettative.

Sulla base di quanto osservato durante la nostra collaborazione, raccomando vivamente Leonardo per future posizioni da Mobile Developer. Le sue conoscenze, il suo approccio proattivo al lavoro e la sua attitudine positiva lo rendono un candidato ideale per contribuire al successo di iniziative digitali e al raggiungimento degli obiettivi prefissati.

Distinti Saluti.

Manuel Visentin

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