

Lorenzo Tondo

Media Designer

C# / C++ Programmer

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CAREER

Novak Studios - *Programmer & Project Lead*

October 2024 - PRESENT

Part-Time (30 hours / week) in Groningen, Netherlands

- Led a team of five developers through four projects, creating interactive applications for external clients
- Designed, implemented, and documented major systems and features

Hanze Honours College - *Honours Course*

October 2023 - July 2026

Extracurricular Programme at Hanze UAS in Groningen, Netherlands - 30 ECTS

- Independently developed my skills, developing three projects, as well as many workshops and activities

Game Design and Development - *Minor Degree*

September 2024 - February 2025

Minor Degree at Hanze UAS in Groningen, Netherlands - 30 ECTS

- Led a project as Tech Lead in a multi-disciplinary development team of over 70 students

Creative Media and Game Technologies - *Bachelor's Degree*

September 2022 - July 2026

Bachelor of Science at Hanze UAS in Groningen, Netherlands - 240 ECTS

- Defined and expanded my skills in media development in around 10 projects over four years, specializing in technical implementation and the usage of various engines and tools

BZMusical - *Co-director, Acting and Performing Teacher*

September 2021 - June 2022

Freelance (4-6 hours / week) in Bolzano, Italy

- Co-directed a successful multi-disciplinary theatre performance
- Organized performance workshops and led group rehearsals for a group of around 30 adults and kids

Liceo Scientifico Galileo Galilei - *Scientific Lyceum*

September 2017 - June 2022

High School Diploma in Bolzano, Italy

- Learned and applied basics of Math, Chemistry, Biology, Physics, and Computer Science

SKILLS

Technical Tools - C#, C++, Software Ideas Modeler, Visual Studio, GitHub

Organizational Tools - Google Workspace, Microsoft Office Package, Teams, Miro, Azure, Trello

Soft Skills - Teamwork, Leadership, Team/Project Management, Public Speaking

PROJECTS & AWARDS

Project of the Year 2024 - The Energy Case - *Hanze Centrum for Talent and Learning*

One of the projects I worked on, The Energy Case, was awarded the title of Project of the Year for its unique approach to teaching using applied game techniques.

Cum Laude Propedeuse - *Hanze University of Applied Sciences*

I was awarded my Propedeuse Diploma with distinct grades, above the standard for a Cum Laude graduation.

Sei Leiferser! - *Logos Dolomiti*

An applied board game project I managed while at Novak Studios, made to teach middle-school students about the benefits of shopping locally, that has been implemented in Italian schools for two years in a row.

Club Coordinator - *CT Labs*

For more than two years, I organized activities and managed social events in a recreational club, which included meetups, game nights, and TTRPGs sessions.

Blended Intensive Program - *Polytechnic Institute of Bragança*

A week-long interdisciplinary Erasmus program, collaborating with students from various universities across Europe, with a focus on improving accessibility for disabled students in schools.

LANGUAGES

Italian - *Mother tongue*

English - *Full professional proficiency (C2)*

German - *Limited working proficiency (B2)*

Dutch - *Basic understanding (Uncertified)*