

# Mauro Vanetti

## Bio:

### *Name*

Mauro Stefano Vanetti

### *Birth*

Pavia, Italy, September 29<sup>th</sup>, 1979

### *Residence*

Pavia, Italy, viale Necchi 4/E

### *Education level*

Degree in Electronic Engineering

### *Phone number*

+39 328 3657696

### *E-mail address*

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### *VAT number*

IT02547760187

## Skills:

### *Foreign languages*

Fluent English

Good understanding of Spanish

### *Computer languages, environments, frameworks, and tools*

Most used: Java, J2EE, JSP, C#, Python, Dart, Django, Django CMS, VBScript, ASP, ASP.NET, SQL, HTML5, JavaScript, jQuery, Vue.js, Bootstrap, Git  
Others: C, C++, Spring, Hibernate, Ant, JavaCC, PHP, Node.js, SVN, ClearCase, Mercurial Maven

### *Game engines, environments, and tools*

Unity, Ren'Py, Construct 2, GameMaker, Phaser, Fungus, Ink

### *Mobile platforms and frameworks*

Android, Flutter, Cordova, Onsen UI

### *Methodologies*

Scrum, TDD

## Current position:

Freelance (partita IVA) developer and computer expert. Latest projects:

2020 – Contract Professor in a Game Design course at the private art school Nuova Accademia di Belle Arti (Milan).

2019-2020 – Development using Flutter, Dart, Monaca and Vue.js

of a series of multi-platform smartphone apps targeting the university sector for In4matic (Pavia).

2018-2020 – Development of an indie videogame with Unity in collaboration with Incredible App (Pavia).

### Previous jobs:

2019-2020 – Game design consultancy about the card game *Colpo di Stato* [Coup] for We Are Müesli (Milan).

2019 – English to Italian translation of a book about the history of video games for Studio Noesis (Milan).

2018 – Development of the social network *worldporcelain.art* based on artwork galleries with Django in collaboration with Ninjabit (Milan).

2017-2018 – Maintenance and new features' development for the professional website *letsnetwork.it*.

2017-2018 – Maintenance and new features' development for the commercial website *risarcimentok.it*.

2017-2018 – Development of the website of a multi-specialty clinic with Django CMS in collaboration with Ninjabit (Milan).

2017 – Development of the professional website *adelesuccetti.it* with Django CMS in collaboration with Ninjabit (Milan).

2017 – Development of an automatic migration tool for the website of the Fondazione Ferrovie dello Stato [*National Railways Foundation*] with Java for móveo (Milano).

2016-2017 – Development of the financial website *borsagestori.it* with Django CMS in collaboration with Ninjabit (Milan).

2016-2017 – *Il tempo dei pixel* [Pixels' time], course about digital interactive art for school teachers in collaboration with the University of Pavia.

2016-2017 – Technical expert for a party in a civil litigation about software development in Milan.

2016-2017 – Development of a financial website with Django CMS in collaboration with Ninjabit (Milan).

2015 – Course in web development (CSS, JavaScript, Node.js) for professional developers in Parma for JDK (Rome).

2015 – Individual crash course in Java for Android for a young professional at Mauden (Milan).

2015-2020 – Part-time employee hired by Cluster (Pavia) as a full-stack developer of web applications for e-learning and management of workplace safety requirements. The collaboration continues as a freelance.

2015 – Development of a professional multilingual website for a freelance translator in Pavia.

2015 – Development of two videogame prototypes with Unity for Incredible App (Pavia).

2014-2015 – Full-time contractor at Anoki and Tech Gap Italia (Milan) for the extension and maintenance of an internal website based on SpringMVC-ExtJS used by Vodafone Italy for its customer

service and technical reports.

2014 – Contractor at Knowledge Intelligence (Pavia) for the development of an internal website used to manage the customer base of a nationwide retailer.

2014 – Contractor at Knowledge Intelligence (Pavia) for the development of a public website used to conduct the technical aspect of a promotional campaign targeted to the customers of a nationwide retailer.

2006-2014 – Full-time long-term employee of Funambol (office in Pavia) as a Java developer (server side until 2010, later on Android and BlackBerry).

2006 – Full-time employee of CM Professional (Cernusco sul Naviglio, Milan) as a Java developer at Cisco Photonics (plant in Monza, Italy).

2004-2005 – Phone operator, then IT manager at Ciber (call centre in Pavia).

2002-2003 – Collaborator of 3Blu (Pavia) in computer science courses (ECDL lecturer for Algoritmo, Pavia).

2000-2001 – Collaborator of SiGeDa (Milan) in software and IT projects (courses for Accenture and Pharmacia & Upjohn employees, C++ development in a project for the Ministry of Cultural Resources).

2000-2005 – Computer Science Fundamentals (Java development) tutor for the Faculty of Engineering in the University of Pavia (under the supervision of Professor Giovanni Danese and Professor Luca Lombardi).

## **Work experience abroad:**

*May 2011* – Seoul for Funambol.

*January-December 2008* – London for Funambol.

*August-September 2007* – Redwood City, California for Funambol.

## **Education:**

2016 – Attended the course in Narrative Game Design by We Are Muesli in Bologna.

2013 – Attended the course in literary translation from English held by Oblique, an editorial agency in Rome.

2007 – Officially qualified as information engineer through a national exam according to the Italian law.

2006 – Graduated in Electronic Engineering with a 107/110 mark.

2005 – Assigned an experimental dissertation in Artificial Intelligence in the Artificial-Vision Lab of the Faculty of Engineering in the University of Pavia (supervised by Professor Marco Piastra): *Analisi di immagini istologiche con reti autorganizzanti attive sulla base di un'ontologia visiva [Analysis of histological images with active self-organising networks based on a visual ontology]*.

2005 – Completed all exams (average mark: 26.6/30).

1998 – Enrolled in the University of Pavia for a course in Electronic Engineering.

1998 – Graduated from high school (scientific diploma) with full marks.

### Prizes and achievements:

2016 – *Premio Treccani per l'eccellenza del web italiano* [Treccani Prize for the excellence on the Italian Web] on August 26<sup>th</sup> for the videogame *Two Interviewees*.

2014 – Finalist (12<sup>th</sup> prize) in the *Premio Archimede* contest for unpublished board games (the prototype is in permanent exhibition in the Musée Suisse du Jeu at La Tour-de-Peilz, Switzerland).

2013 – Winner in the short-story contest *Al posto sbagliato nel momento sbagliato*.

2012 – Second prize *Premio Lupo* in the short-story category.

2012 – Selected for the short-story contest *8x8*.

2012 – Prize in the short-story contest *Scritture Contemporanee*.

2011 – Prize in Milan's *HackItaly* in the Microsoft Kinect API category.

2011 – Qualified 347<sup>th</sup> at round 1B of the *Facebook Hacker Cup*.

2000 – *Passed with merit* the Preliminary English Test.

1998 – Admitted after examination to the Ghislieri College in Pavia.

1997 – National finalist in Italy at the Olympics of Mathematics.

### Publications (written works):

*As the author:*

Mauro Vanetti, *La sinistra di destra* [The right-wing Left], Alegre, 2019 (ISBN 9788832067057)

*As an author in collective works:*

Collettivo Senza Slot, *Vivere senza slot – Storie sul gioco d'azzardo tra ossessione e resistenza* [Life without slot machines – Stories on gambling between obsession and resistance], Nuovadimensione, 2013 (ISBN 9788889100875)

Collettivo Gran Bollito, *Futuro Anteriore – Archeologia del dopo-Catastrofe* [Anterior Future – Post-Catastrophe Archaeology], Giap - Wu Ming Foundation, 2012 (e-book)

*As the author of an external contribution to an individual work:*

Michele Gotuzzo, *Game Design – Come realizzare game app di successo* [Game Design – How to make successful game apps], LSWR, 2015 (ISBN 9788868950491), chapter *Monetizzazione leale* [Loyal monetization]

*As the editor and preface writer of a collective work:*

Aa. Vv., *Tifiamo asteroide – Cento racconti sulla fine catastrofica del governo Letta* [Root for the asteroid – One hundred stories on the catastrophic end of the Letta government], Giap - Wu Ming

Foundation, 2013 (e-book)

*As an author in collections:*

Aa. Vv., *Ludocrazia – Un lessico dell’azzardo di massa* [*Ludocracy – A lexicon of mass gambling*], O Barra O, 2016 (ISBN 9788869680281), entry *Videogioco* [*Videogame*]

Aa. Vv., *Tifiamo Scaramouche* [*Root for Scaramouche*], Giap - Wu Ming Foundation, 2015 (e-book), with *Contro i centoneri* [*Against the Black Hundreds*]

Aa. Vv., *Tifiamo4 – 34 racconti sull’acqua* [*Root for 4 – 34 stories on water*], Giap - Wu Ming Foundation, 2014 (e-book), with an untitled story

Aa. Vv., *Scritture contemporanee* [*Contemporary writing*], anthology of short stories, Guasco Libri e Cinema, 2012 (ISBN 9788890686405), with *Si era fatto Twitter* [*He joined Twitter*]

Aa. Vv., *Spinoza – Una risata vi disseppellirà* [*Spinoza – A laughter will unbury you all*], Aliberti, 2011 (ISBN 9788874247394)

Aa. Vv., *Spinoza – Un libro serissimo* [*Spinoza – A very serious book*], Aliberti, 2010 (ISBN 9788874245826)

## Publications (games):

*As the author:*

*Little Antifa Novel*, 2017 (videogame)

*Two Interviewees*, 2016 (videogame)

*As the developer and teacher in an educational project with minors:*

*Rotolarium*, 2018 (videogame developed with a class of the Pavia node of CoderDojo)

*7Frames*, 2017 (videogame developed with the Jamurr association during a Kids Game Jam in the Internet Festival in Pisa)

*La Scienza in un Click* [*Science in a Click*], 2017 (videogame designed and drawn by a class of the elementary school Giovanni Pascoli in Pavia)

*As a game design consultant:*

*Colpo di Stato* [*Coup*], 2020 (card game by We Are Muesli, Milan)

*As a developer and game designer in a teamwork:*

*Just Another Crabby Game*, Global Game Jam 2019, Milan node (videogame)

*Fishcal Business*, Nordic Game Jam 2018, Copenhagen (videogame)

*Lagging Dragon*, Global Game Jam 2018, Milan node (videogame)

*Cuts – the Game*, Games for the Many Political Game Jam 2017, London (videogame)

*Crumbling Construction, Inc.*, Nordic Game Jam 2017, Copenhagen (videogame)

*A Bell's Toll*, Global Game Jam 2017, Milan node (videogame)

*Three Lucky Stars*, Mystic Western Game Jam 2016 (videogame)

*Weekly Leaks*, Nordic Game Jam 2016, Copenhagen (card game)

*Temple Saboteur*, Global Game Jam 2016, Milan node (videogame)  
*Mexican Standoff*, Global Game Jam 2015, Milan node (videogame)  
*Doh!*, 1995 circa (abstract game)

### Game events:

2018-2019 – Founder and organiser of the first two editions of *Videogiocanda* (Pavia), digital-game event within the street games festival *Giocanda*

2019 – Speaker about *Creare videogiochi controversi* [*Creating controversial videogames*] at Antifa Art & Games (Bari) and selected for the showcase with the videogame *Two Interviewees*

2018 – Selected for the indie videogame showcase *International Playbor Day* (Pittsburgh, USA) with the videogame *Two Interviewees*.

2018 – Selected for the indie videogame showcase Antifa Art & Games (Bari) con il videogioco *Little Antifa Novel*

2018 – Selected for the indie videogame showcase *Curieux de Jeux / Games Curious* (Montréal, Canada) with the videogame *Two Interviewees*

2016 – Selected for the *WordPlay London* interactive-fiction showcase at the British Library (London) with the videogame *Two Interviewees*.

2016 – Speaker about *It takes very little to be controversial* at Game Happens (Genova)

2016 – Speaker about *Ludovolantinare: il caso Two Interviewees* [*Playable leaflets: The Two Interviewees case*] at the Game Design Week (Milano)

2015 – Speaker about *Affascinare-Abbindolare-Arricchirsi* [*Bewitch-Defraud-Pillage*] at the Sviluppaparty (Bologna)

*Pavia, July 31<sup>st</sup>, 2020*