



# FERNANDO BARONE

## SOFTWARE DEVELOPER

## ABOUT ME

I'm a programmer based in London who enjoys coding using a diverse set of languages and frameworks. Having recently graduated university and completed an internship, I'm ready for new opportunities to explore my passion for programming in backend development.

### Education

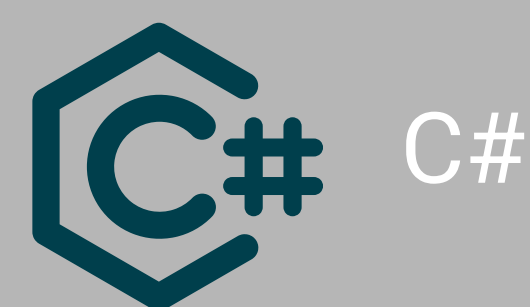


BSc (Hons) Computer Science  
**Lancaster University**  
2:1 Class Degree

### Languages

- English  
*Bilingual proficiency*
- Portuguese  
*Native proficiency*

## SKILLS



C#



JAVA



UNREAL



C++



PHP



UNITY

.NET .NET



SQL

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## WORK EXPERIENCE

### Game Programmer Intern at AquaBlu Games

(June 2022 - March 2023) [STEAM](#)

My work as a Programmer Intern at AquaBlu Games Ltd gave me the chance to learn and work with a like-minded team throughout several different areas in the development of a new game using Unreal Engine 5, C++ and Blueprints on a daily basis. Some of the areas I had the chance to explore were: UI Development, Core Systems and Gameplay.

### Localisation Quality Assurance Technician

(February 2020 - September 2020)

My role as a Localisation Quality Assurance Technician helped me develop important skills such as team work, as I had to work together with my team to ensure several games appear bug free and that the translation matches the English version in a natural way to a user of the target language.

## PORTFOLIO

### ManagelO

A simple and easy to use HR Management system Web App where employees details can be stored and managed developed using C# .NET and ASP



[DEMO](#)



[GITHUB](#)

### Logic 0101

An online educational game used to teach KS3 students the basics of binary and logic gates created using Unity, C#, PHP and MySQL



[DEMO](#)



[GITHUB](#)

### UDP Real-time project (WIP)

This is a real-time Unity project where I created a real time Client-Server application. This is done using Java JDBC, MySQL and C# communicating through the UDP protocol



[GITHUB](#)