# ANDREA FIORUCCI

## WEB DEVELOPER / EDUCATIONAL GAME RESEARCHER

**ABOUT ME:** I graduated from Goldsmiths, University of London in 2017 with a First Class Honours in Games Programming. My relatively new PhD research involves the study of the benefits that games and play can offer to the education industry, with a particular interest in how game-based learning can enanche enjoyment, engagement, and learning in online education.

**Location:** London, United Kingdom

**Email:** andyfication@gmail.com

**Porfolio:** andrea-fiorucci.com

## EDUCATION

**2020-2026**
**Goldsmiths University London,**
**PhD in Computer Science**

### PhD in Computer Science
Research on the benefits that games can bring to the education industry, in particular on how games can enanche enjoyment, engagement, and learning in online education.

**2014-2017**
**Goldsmiths University London, Grade:**
**First Class Honour 84%**

### BSc Games Programming
Prepared for a career programming in the games industry, in sectors including mobile games, casual games, social media games, and AAA console game development.

**2007-2012**
**ITIS Franchetti-Salviani Italy, Grade: 89%**

### IT and Multimedia
Secondary school Diploma.
Studied a variety of scientific subjects including Maths, Physics, IT, and Electronics.
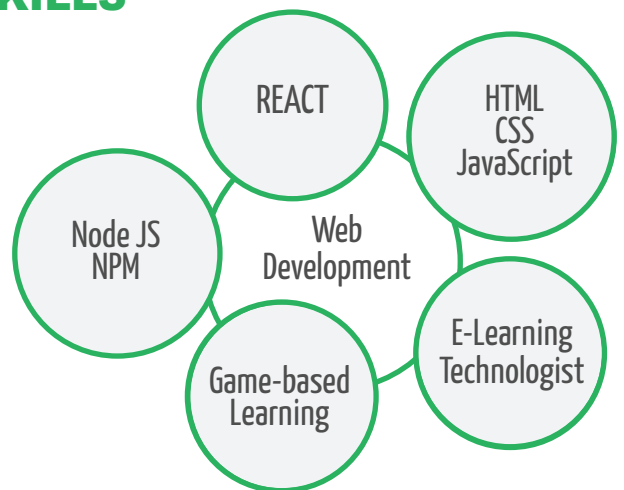
## EXPERIENCE

**Aug 2018- Present**
**Goldsmiths University London**

### Programmer
Writing interactive graphical learning tools. Design, produce, and deploy a full BSc Computer Science online course on Coursera.

**Oct 2017 - Aug 2018**
**Goldsmiths University London**

### Teaching Assistant
Offering lab support to a variety of Computer Science courses in the university computing department.

**Oct 2017 - Jan 2018**
**PlaybackGames London**

### Junior Game Designer
Maintaining and creating new content for Dunkers2, a mobile basketball game by Colin Lane.

**Oct 2017 - Jan 2018**
**Coursera Online Platform**

### Teaching Staff
Moderating discussion forums and supporting students with platform queries.

## PERSONAL QUALITIES

Creative | Team Worker | Friendly

Listener | Commited | Reliable

Flexible | Adventurous | Dedicated

## SKILLS

REACT

HTML CSS JavaScript

Node JS NPM

Web Development

E-Learning Technologist

Game-based Learning

## REFERENCES

**Dr Marco Gillies**
Academic Director Distance Learning
Goldsmiths University of London
m.gillies@gold.ac.uk

**Dr Matthew Yee-King**
BSc Computer Science Programme Leader
Goldsmiths University of London
m.yee-king@gold.ac.uk

## LANGUAGES

Italian

English

# ANDREA FIORUCCI
## EDUCATION

**2020-2026**
**Goldsmiths University**
**London,**
**PhD in Computer Science**

### PhD in Computer Science

I have recently begun a PhD in Computer Science at Goldsmiths, University of London.
My research involves the study of the benefits that games and play can offer to the education industry, with a particular interest in how game-based learning cab enanche enjoyment, engagement, and learning in online education.

My current job position as a programmer for the BSc Online Programme in collaboration with Goldsmiths University of London, and Coursera allows me to create, deploy, and test gamified educational content for a variery of Computer Science courses.
https://www.doc.gold.ac.uk/goldplugins/

**2014-2017**
**Goldsmiths University**
**London, Grade:**
**First Class Honour 84%**

### BSc Games Programming

Goldsmiths University is a higher education institution located in South East London, United Kingdom.
Goldsmiths is world-leading and high-quality teaching University which offers undergraduate and postgraduate degrees in the arts, humanities, social science, business, and computing. It is endorsed for its innovative approach in teaching computing by allowing students to develop their creative potential while learning solid Computer Science skills.

**Year 1:** Introduction to Programming, Mathematics, Web Development, Introduction to Game Design and Development

**Year 2:** C++ for Creative Practice, Algorithms and Data Structures, Perception and Multimedia Computing, Games Group Project

**Year 3:** Physical Computing, Games Artificial Intelligence, Interaction Design, Virtual Reality

My third-year dissertation explored immersive gaming and how to create a highly interactive gaming experience which is strongly grounded by real-life feedback. The project involved the design, production, and evaluation of an alternative controller for an isometric adventure game called ROLL. The game required players to roll a sphere across different levels, unlocking paths, and avoiding falling down from moving platforms. Players could use a physical sphere controller to move the main game character. Furthermore, the interactive controller would reflect in-game mechanics by splashing water, heating up/cooling down, and changing colours according to players settings.

The interactive controller experience was part of the National Videogame Arcade in Nottingham for a short period.
https://andrea-fiorucci.com/portfolio/roll/

**September 2013**
**Westminster University**
**London, Grade: 6.5**

### IELTS Academic

The IELTS Academic test measures whether you have the level of English language proficiency needed for an academic, higher education environment. It reflects some of the features of academic language and assesses whether you are ready to begin studying or training.

The exams assesses the level of English language through listening, writing, comprehension and speaking examinations.
I have strengthen my English language level during my university studies and working experiences.

**2007-2012**
**ITIS Franchetti-Salviani**
**Italy, Grade: 89%**

### IT and Multimedia

ITIS Franchetti-Salviani is a secondary school institution in Città di Castello, a relatively small town situated in the centre of Italy.
I obtained the diploma in 2012 with a first class grade.

The five years educational path included the study of scientific, humanistic, and linguistic subjects with a strong focus on mathematics, IT, and electronics. The educational structure required both Individual and group projects as well as presentations and written reports.

# ANDREA FIORUCCI
## EXPERIENCE

**Oct 2017 - Present**
**Coursera, Online Platform**
**London**

### Programmer/Researcher (Online Programmes with UoLW)

- Educational gamified content creator.
- Assist the design, development, and launch of a variety of Computer Science online courses.
- Writing interactive graphical learning tools.
- Writing and testing example code.
- Research on the benefits of games in education.

**Oct 2017 - Jan 2018**
**Coursera, Online Platform**
**London**

### Teaching Staff Assistant

- Moderator for the "Introduction to Computer Programming" BSc course on the Coursera Platform.
- Answering queries from students.
- Reporting problems and concerns to the module leaders.
- Supervising forum discussions.
- Ensure pleasant learning experience.

**Oct 2017 - Apr 2018**
**Goldsmiths University**
**London**

### Teaching Assistant

- Laboratory support for "Virtual Reality".
- Laboratory support for "Introduction to Programming and Games Development".
- Laboratory support for "Web Development".
- Assist students during projects and presentations.
- Provide feedback and elaborate marking with the course leader.

**Oct 2017 - Jan 2018**
**PlaybackGames**
**London**

### Junior Game Designer

- Mobile game development with Unity Game Engine.
- Maintain and create new content for "Dunkers 2", a basketball mobile game by Colin Lane.
- Reporting problems and concerns to the supervisors.
- Discussing new features and design principles with the team.
- Unit testing and Git Version Control for collaborative code production.

# ANDREA FIORUCCI
## EXPERIENCE

**Oct 2017 - Jan 2018**
**Coursera, Online Platform**
**London**

### Teaching Staff Assistant

- Moderator for the "3D Interaction Design in Virtual Reality" BSc course on the Coursera Platform.
- Answering queries from students.
- Reporting problems and concerns to the module leaders.
- Supervising forum discussions.
- Ensure pleasant learning experience.

**Dec 2013 - Oct 2017**
**Hummus Bros**
**London**

### Shop Manager and Pop-Ups organiser

- Team leader and shop responsibility.
- Training new employees and assure appropriate behaviour.
- Marketing and Up-Selling.
- Events and Pop-Ups organiser.
- Submit daily/weekly report to head office.

**Dec 2012 - Apr 2013**
**Kathmandu**
**London**

### Shop Assistant

- Involved in stock control and management.
- Responsible for processing cash and card payments.
- Stocking shelves with merchandise.
- Answering queries from customers.
- Reporting discrepancies and problems to the supervisor.

**Apr 2012 - Nov 2012**
**Scuola Calcio Giunti**
**Italy**

### Football Coach

- Football coach for kids aged 6-8 years old.
- Kids education and training.
- Weekly activities organiser.
- Kids responsibility and first aid support.
- Ensure a pleasant, safe, and entertaining training environment.

# ANDREA FIORUCCI
## HOBBIES AND EXTRACURRICULAR ACTIVITIES

### SPORT

Although I spend most of the time in front of my laptop, I am a very active person who loves extreme and any other kind of sport activities.

I had been playing football for 15 years, wearing the A team shirt for my hometown in Italy, before I decided to move to London.

Water Sports are absolutely my favourites together with Tennis and Obstacle Races.
Kitesurfing is something you have to experience at some point in your life.
Skydiving is on my bucket list.

### MUSIC

Music plays a fundamental role in my life.
I do enjoy listening to music and I find it really inspirational and a great source of motivation.

I do not really know music theory but I self-thought myself how to play the basics of guitar and piano.

My very first single "Changes", a pop/chilled song, is now available on Spotify.
Don't ask me how I wrote it!

### HARDWARE GAMES AND ELECTRONICS

Physical Computing is a subject that was introduced to me during my third year studies at Goldsmiths, University of London.
Since then, I have had a great passion for microcontrollers and electronics.

I use Arduino to create alternative game experiences, interactive lamps, and engaging hardware tools.

Check out my useless tea infuser project "LapTea":
https://andrea-fiorucci.com/portfolio/laptea/

### FILMS & ARTICLES

Among coding and exercising, I do enjoy reading books and watching films on Netflix.

I am particularly interested in Thrillers/Horror movies altough they often lack a good background story.
My favourites are "Law Abiding Citizen" by F. Gary Gray and "Get Out" by Jordan Peele.

Reading books is not really my cup of tea as I usually opt for films.
Despite this, I do enjoy reading articles and papers on the web, in particular the ones related to games and education.