Contact

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Education

- **2020**
  Berklee College of
  Music (The tecnology of
  music production)

Languages

- Italian
- English

Digital skills

- Ableton Live
- Adobe Premier
- Canva
- Css
- Git/GitHub
- Html
- Ios
- Java Script
- Linux
- Microsoft Office
- Pro Tools
- Reaper
- Windows

Federico Ciceri

My professional journey began when I made the decision to leave my computer science studies to pursue my passion for music. To support this choice, I worked as a pizza maker, a job I dedicated myself to for eight years until I was able to open my own studio, Isola Production.

Running this business gave me invaluable opportunities, including the chance to reconnect with computer languages. Initially, I took on the task of managing the studio's WordPress website, IsolaProduction.com, which I continue to curate to this day. This experience reignited my interest in technology and led me to collaborate with a team of independent video game developers. Within the team, I handle tasks related to both the game and the website, working closely and efficiently with my colleagues using GitHub to manage our projects in parallel.

As part of my learning journey, I created my personal portfolio, federico.world/Portfolio, where I showcase my projects and demonstrate my commitment to growth.

These experiences, combined with my enduring passion for computer science, motivated me to resume my studies in the field. I have since completed several courses as a web developer and am currently pursuing specialized training as a front-end developer. My goal is to deepen my knowledge, expand my skill set, and master additional programming languages.

I am highly motivated and consistent in my learning journey. I integrate the knowledge gained from my courses into my personal portfolio site, which serves as a demonstration of my dedication and commitment to growth. I am eager to take the next step in my career by joining a company that will challenge me, support my professional development, and allow me to make meaningful contributions to the industry.

Experience

2023 - to date
Comfy Penguin Games
Web Developer

For about a year now, I have been a member of an independent team of game developers for whom I am not only responsible for the creation and implementation of music and games, but above all, I am responsible for the creation of the Itch.io website and pages.
In this experience I am consolidating the use of JavaScript for the creation of dynamic sites without the use of multiple HTML pages and of course the portability of the site for different devices.

2022- 2024
Isola Production, Arosio, Italy
Musician/Composer

Since August 2022 I started the recording studio - Isola Production - in which I learned how to manage a business with all that it entails. From managing accounting, appointments and customer contact, to managing audio hardware such as microphones, amplifiers, mixers, monitors and sound cards.
I am currently collaborating with a European team as a music designer for the creation of an independent video game