

PERSONAL INFORMATION



Luca Pennacchioni

📍 Viale della Tecnica, 185, 00144 Roma (Italy)

☎ +393927003675

✉ luca@lucapennacchioni.com

🌐 www.lucapennacchioni.com

💬 Skype don.luca.

Sex Male | Date of birth 08/09/1986 | Nationality Italian

WORK EXPERIENCE

2004–Present

Freelancer

Rome (Italy)

- Custom PC builds
- PC management, repair and upgrading
- Document workflow management, both local and cloud based
- Software development using Java, SQL, HTML5 and CSS3
- Website creation, management and modification
- Creation of low cost, high efficiency integrated systems
- IT security
- Network management
- Server-client environment creation and configuration

2009–2010

Java developer

Maurizio Filiardi / Coblan S.r.l., Rome (Italy)

I've designed and developed a ticket management software to keep track of the company's work. I developed the application around existing resources in order to better integrate with them.

2011–2014

IT Consultant

IT Desk S.r.l., Rome (Italy)

I worked as consultant and teacher following IT Desk S.r.l.'s needs in Java and Linux.

2012–2012

Teacher

IT Desk S.r.l., Rome (Italy)

I taught a group of Hewlett-Packard's employers, who were switching from IBM's office suite Lotus, how to properly transition to and use Microsoft's Office suite software.

2013–2013

Teacher

IT Desk S.r.l., Rome (Italy)

I taught a group of R.E.R.'s (Radio Elettronica Romana) employers how to use the Microsoft Office suite software.

2014–2015

Chief editor

Giochi Elettronici Competitivi, Rome (Italy)

www.giochielettronicipetitivi.net

I managed GEC's editorial staff, creating a new work structure and organizing editors' work. During my collaboration I worked in human resource management as well.

I was responsible for the quality control of my editors' works.

Business or sector eSports journalism

2015–2015 **Director and chief editor**

Gaming Pills, Rome (Italy)
<http://www.gamingpills.it>

After leaving Giochi Elettronici Competitivi, I started a new website about eSports journalism, plus a general section for gaming news along with the team I had in GEC (which left as well).

The activity on Gaming Pills was short lived as we were bought by a bigger company only one month after we made our activity public thanks to the high quality content and professionalism shown through our work.

In Gaming Pills I was once again responsible for managing my team, creating an efficient work structure, recruiting editors and organizing the editor's work through workflows.

Business or sector eSports journalism

2015–2016 **Gaming Editorial Staff Manager**

MOBA Community, Rome (Italy)
<http://www.mobacommunity.net>

After transitioning from Gaming Pills to MOBA with my team, we kept working on bringing the videogame culture and eSports journalism in Italy.

My responsibilities didn't change from my previous positions, I am responsible for managing my team, organizing resources, recruiting and supervision of my editors' work.

Business or sector eSports journalism

2016 **Chief editor**

eSport-eXperience (Personal Gamer Group), Rome (Italy)
<http://esport-experience.it>

eSport-eXperience was a last shot at bringing the eSports culture in Italy, as we kept receiving minimal feedbacks and no one willing to fund our venture.

My responsibilities were the same as the previous positions.

Business or sector eSport journalism

2017 **Teacher**

Traiconet T. & C. Company S.r.l., Rome (Italy)

I taught a group of Viaggi nel Mondo's travel agency employers how to use the Microsoft Office 2016 suite.

2016–2017 **IT Consultant**

Sanitaconsulting, Rome (Italy)
<http://www.sanitaconsulting.it>

- IT resources management
- Custom software development
- Creating/Improving workflows
- Website development

2017–Present **Software developer**
 WeStick S.r.l., Rome (Italy)
 ■ Frontend developing using Javascript, HTML5 and CSS

EDUCATION AND TRAINING

2002 **Achievement of Upper Intermediate English**
 Brooke House College, Leicestershire (United Kingdom)

2003 **First Certificate in English (FCE)**
 University of Cambridge, Cambridge (United Kingdom)

2004–2005 **Scientific high school degree**
 Liceo Scientifico Paritario "Massimiliano Massimo", Rome (Italy)

2005 **Certificate "Level Seven" - Advanced**
 British School Rome, Rome (Italy)

2005 **Certificate of attendance of "Orientamento in Rete" project**
 Università degli Studi di Roma "La Sapienza", Rome (Italy)

2005–Present **University enrollment (Computer Science)**
 Università degli Studi di Roma "Roma 3", Rome (Italy)

2016 **w3schools Javascript Certification**
 w3schools
<http://www.w3schools.com>

2016 **w3schools PHP Certification**
 w3schools
<http://www.w3schools.com>

PERSONAL SKILLS

Mother tongue(s) Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C2	C1	C1	C1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
[Common European Framework of Reference for Languages](#)

Communication skills Excellent communication skills with customers and colleagues, easy establishment of interpersonal relationships. I have no difficulties integrating into established teams.

Organisational / managerial skills During my experiences as chief editor in Giochi Elettronici Competitivi, Gaming Pills and MOBA

Community I showed great organization skills, by creating from scratch a new structure for the editorial staff and efficiently assigning the workload among the editors according to each editor's skills and personality. This was achieved through freshly created workflows, developed specifically for GEC's editorial staff organization.

I coordinated the entire editorial staff that's composed of 18 editors organized into specialized teams, each one following a specific eSports category

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I'm the founder and manager of "The 16-bit Audiophile Project": a no-profit activity I work on during my spare time. I coordinate a team composed of 6 people, each one with a specific responsibility assigned upon recruitment. The project aims at preserving videogames' soundtracks from the 16-bit era, such as the SEGA Mega Drive/Genesis and the Super Nintendo Entertainment System. To achieve our goal we employ semi-professional instruments and authentic hardware using software specially tailored to reproduce the videogames' tracks with the utmost accuracy. The final product undergoes a strict quality control to set a new qualitative standard in the category.

Job-related skills

I'm responsible for recording the tracks and quality control in "The 16-bit Audiophile Project". Both recording and quality checking is done with professional equipment I am proficient with. I'm also knowledgeable in electronics allowing me to modify audio circuits to improve their performance.

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While working for Giochi Elettronici Competitivi, Gaming Pills and MOBA Community I've shown great skill in human resources management; I'm skilled in job interviews during which I carefully analyze and select candidates.

I was also responsible for the quality control of the editor's works, checking both grammar and content.

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I have teaching skills matured while working at R.E.R. and Hewlett-Packard; those experiences taught me how to create formation processes to prepare candidates for their tasks.

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital skills - Self-assessment grid

- Linux/Unix, Mac OS X and Windows operating systems.
- Unix/BSD command line
- Software development - Java
- Databases - SQL
- Web development - HTML, CSS, Javascript, PHP, XML, AJAX, JSP
- CMS - Wordpress
- IT security
- Videogame design and development
- Microsoft Office suite
- Cloud-based storage solutions - Google Drive, Dropbox iCloud

Driving licence

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