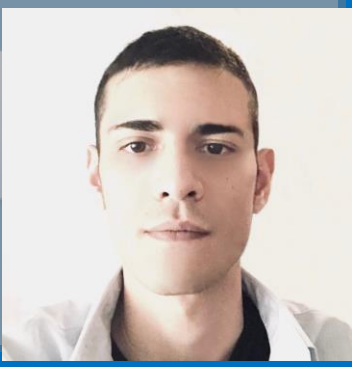


Codoni Willy



PROFILE

Name: Willy Codoni
Nationality: Swiss
Birth: 22 Nov 1989
Email: willy@crafr.io

MAIN SKILLS

Software Analysis & Development
Business Management
Project Management
Audio Production

LANGUAGES

Italian: Native
English: B2/C1
German: A2/B1
French: A2/B1

INTERESTS

Music Production
IT Learning
Basic Graphic Design
Robotics
Astronomy
Gaming
Cooking
Hiking

PART TIME JOBS

Freelance Developer
Management & Food
Service Support in a
family's company
<https://saothai.ch>

EDUCATION

2005-2010 **Intermediate Business School**

<https://www.cpc-chiasso.ch>

Subjects: Accounting, Business Economy, Political Economy, Law, Maths, Computer Science, Typing, EU Languages

2013-2016 **Specialized High School of IT Management**

<https://www.ssseco.ch/>

Subjects: Networking, Operating Systems (Windows-Linux Client-Server), Programming (Java, C#, PHP, Android, .NET, Markup Languages), Database Modelling-Programming-Administration, Project Management, Law, Political Economy, Analytical Accounting, Marketing, HR, Strategic Management, Maths, Statistics, Budgeting & Business Plan, Investments Calculation, Operating Research, Office Automation, Computer Arithmetics, ERP System, Dev Concept & Methodology.

IT PROFESSIONAL EXPERIENCE

2015-2016 **CSCS – Swiss National Supercomputing Centre**

Data Analyst / Web Programmer (School Project)

At CSCS, I had to develop a first version of a status analyzer application for 1000 UPS supercomputer batteries, and calculate their life forecasts through charts. The software was aimed to prevent energy malfunctions in the event of unexpected power failures of the supercomputer.

Tasks: Big Data analysis/management, Frontend/Backend development, communication, documentation.

2016-2017 **Willzone Studio (Indie) - Unity & Google Publisher**

Creator / Publisher

Thanks to a great passion for the games and programming, I decided to start learning and developing videogames and game assets. They have been put on sale through the respective stores, allowing me a minimum monthly revenue.

Tasks: Unity Assets creation and publication (C#), Game Apps creation and publication (Android), documentation, promotion.

[Full Game Release V1](#)
[Unity Assets](#)

2017-2019+ **CraftR.io – A blockchain based digital Marketplace**

CEO / Founder / Lead Developer

Now I'm involved with CraftR, a marketplace for creative digital assets and freelancing services. Check more details about the project here: <https://crafr.io>

Tasks: Business management, Fontend/Backend development, HR management, capital management, strategy, analysis, marketing, communication.