

Work Experience

Software Engineer, OZWE Games, Lausanne, Switzerland, 07/2017 - Current

Virtual reality video games.

C#, Shaders, Unity3D, Substance Painter, Blender.

Software Engineer, Ars Electronica Solutions, Linz, Austria, 01/2015 - 01/2017

Interactive media systems for festivals, museums and public installations.

C++, C#, OpenGL, OpenCL, GLSL, Javascript, NodeJS, Python, PostgreSQL, WebGL ThreeJS.

Unity3D, OpenFrameworks, Arduino, Raspberry Pi, Max/Msp, Juce.

Software & Web Developer, Equinoxe MIS Development, Lausanne, Switzerland, 11/2010 - 10/2012

Academic Web Software for Schools, Colleges and Universities.

Programming: PL/SQL, Java, Javascript, Selenium, AJAX, XML, XSLT, CSS, HTML.

Software & Web Developer (internship), Nestlé, Vevey, Switzerland, 07/2010 - 10/2010

Search engine and some client-side features for Nestlé's Intranet; DashBoards showing sensible data.

Javascript, HTML, AJAX, CSS, Microsoft Access.

Web Developer, Ecole Polytechnique Fédérale of Lausanne (EPFL), Switzerland, 09/2009 - 3/2010

European Community Project: CMS to edit contents of web pages directly on the browser.

XML, HTML, CSS, Javascript, AJAX, REST, XTiger, XSLT, XQuery, Tomcat, Saxon, eXist, Orbeon.

Education

Master's Degree in Media Design, Haute Ecole d'Art et de Design, Geneva, Switzerland, 2012 - 2014

Erasmus, Ecole Polytechnique Fédérale of Lausanne (EPFL), Switzerland, 2008 - 2009

Master's Degree in Computer Engineering, University of Siena, Italy, 2007 - 2008

Bachelor's Degree in Computer Engineering, Politecnico di Milano, Italy, 2002 - 2007

Computer Skills

Programming languages:

- C++: Expert. OpenFrameworks, OpenGL, OpenCL, OpenCV applications.
- C#: Expert. Unity3D applications.
- ShaderLab: Expert.
- GLSL: Expert.
- Python: Good level.

Web technologies:

- HTML5: Expert.
- JavaScript: Expert. Libraries: NodeJS, Grunt, Bootstrap, ThreeJS, D3JS, OpenLayers, PaperJS, JQuery.
- Technologies XML (XSLT, XPath, XML Schema, XML-Dom, XQuery, XPL Pipeline, XProc, XTiger): Expert.
- CSS3: Expert.
- GIT: Expert.
- CMS: Very good knowledge of Joomla, WordPress and Zend Framework.

Creative technologies:

- Arduino: Expert. Rapid prototyping.
- Raspberry PI: Expert. Physical computing.
- OpenFrameworks: Expert. Video games, video installations, projection mapping.
- Processing: Expert. Visual sketches.
- Unity3D: Expert. Virtual reality, augmented reality & mixed reality projects.
- Max/Msp: Expert. Audio/Video installations.
- MadMapper: stage design, DMX, ArtNet, LED.

Graphic design:

- Adobe Photoshop: Good level.

Video design:

- Adobe Premier, Final Cut: Good level.

3D design:

- SketchUp: Good level.
- Blender: Good level.
- Substance Painter: Good level.

Database:

- SQL: Expert, using PostgreSQL, PHP, Access and XQuery.
- PL/SQL: Expert, using Oracle.
- Good knowledge Microsoft Access and MySQL.

Operating system:

Linux (Debian and Ubuntu), Macintosh, Windows (Batch MS-DOS).

Languages

- **Italian:** mother tongue.
- **French:** C1.
- **English:** C1.
- **Spanish:** B2.
- **German:** A2.

Exhibitions

Once Upon a Tale, Mudac 2016, Swiss Gaming Corner 2014, Lift China 2014, The Book Lab EPFL 2014, Grafik14 Zurich, Milan Salone del Mobile 2014, Swissnex Boston 2014, Mobilisable Paris 2013.

Re-Think The Eames, Curated by Alexandra Midal, Salone del Mobile, Milan, 2013.

La Machine Enchantée, Blend Web Mix Lyon 2014, WIAD Lyon 2015.

Awards

Selected Project, Food Open Data, Lausanne, 2017.

Prix of the Best Idea, UmiX, Lyon, 2014.

Nominated for the Award of Excellence, Hans Wilsdorf Fondation, 2014.