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CURRICULUM VITAE

Nationality: italian

Birth Date: 29/01/1983

Birth City: Roma

PERSONAL PROFILE

I've always been a huge fan of technology since I was really young, especially in love with videogames and I had my first experiences with an Atari 2600, then a Commodore 64, then an Amiga 500/1000, after that I never missed a console and when I was a teenage I had the possibility to build up my first assembled pc. Playing a game for me always meant many things, not just entertainment, but I always felt the creative energy coming out from all digital worlds I played, felt all the attention from all that people working on a single idea and I always imagined me being a part of them thinking how I could make what I just played a better experience in terms of gameplay and game design. Games like GTA 3 have been for me such a revolution that I could not believe to my eyes, even with the huge tech limit of that time, I could feel the potentiality of playing in a real living world; even games like The Sims and later World Of Warcraft made me sure that the next step would be a "real" virtual world where people could feel free to do whatever they want, showing their real personality and identifying theirself with an avatar. So my long-term ambition as Game Designer is create dynamic worlds where the player could not only enjoy a solid gameplay with massive interaction but where he can face a real world with real rules and real consequences, playing a social role and emphasizing the emotional bond between player and avatar with new mechanics so creating a unique relationship where the player really cares about his avatar's feelings, needs and thoughts.

During my little experience as developer I worked on many aspects of development, from prototype to publishing, I loved all the pipeline but at the end I can say that I give my best designing rather than scripting. I'm well organized, full of passion and I like dedicating all myself to a good project. As I said I'm an hardcore player too and in years I played most of published games keeping me constantly up to date and always waiting for the next great game experience.

EDUCATION

2001

Scientific Maturity obtained at the **Collegio della Guastalla** High School of Monza (MB) with a score of 80/100.

2001-2004

Student of the **Bicocca University** of Milan, enrolled at the faculty of "*Informatics Science*"; I left half of the exams for lack of interest in the remaining subjects as too far from my interests on Game Design and 3D graphics.

2005-2010

Degree in "*Digital Communication*" at the **Statale University** of Milan, vote 93/110 (Triennial).

Thesis: "*Technologies for Editorial Communication on Mobile Devices*"

2009-2010

Executive Master in "*Digital Entertainment Media & Design*" obtained at **IULM University** of Milan.

SOFTWARE SKILLS

Good knowledge of the Unity 3D engine for the development of digital and videogame products;

Good knowledge of Autodesk Maya, Ed Studio and Houdini for 3D graphics (modeling and rendering);

Excellent knowledge of Adobe After Effects for video composing and post-production;

Good knowledge of Adobe Photoshop and Illustrator for 2D graphics and photo retouching;

Discreet knowledge of the HTML5 / CSS web languages;

Sufficient knowledge of the programming languages Java, Javascript, C, C #, Python;

Excellent management of Microsoft / Android / Apple operating systems;

Excellent knowledge, management and mastery of hardware assembly on Unix systems;

Excellent knowledge of the videogame culture, from the '80s till today (console, PC, mobile);

ACTIVITIES / WORK EXPERIENCE

2009

- Short Movie "*Wired*" (developed as exam for Cinema course at **Statale University**)

2010

- Design document proposal, at the end of the Executive Master, for the development of a "Expo 2015" videogame themed, held in Milan, concerning the environmental and eco-sustainable themes that had been at the base of the event (product for the achievement of the Master's degree at the **IULM University**, subsequently developed externally).

2010 -2012

- App Developer at the **Progetti & Promozioni s.r.l.**, a publishing house in Milan, on "Apple" mobile devices; in collaboration with a team of 5 people, my tasks have been multiple: study, design and development of interfaces for mobile devices with so-called touch capabilities, both for publishing and applications, trying to innovate and guarantee a good level of interactivity; production of audio-video material, also for advertising purposes, with discrete use of post-production effects; responsible for digital products developed by the Progetti & Promozioni during my collaboration.

2012

- I participated in daily sessions of Open Beta Testing at **Milestone s.r.l.** in Milan, for products like "WRC 3" and "Superbike X" published on Playstation 3/XBox 360.

2013

- Webmaster and video editing for **SkinDeep s.r.l.** in Milan for events like "Milan Fashion Week".

2013 - Present

- Freelance Web Master, Graphic Designer, 3D Modelling, Video Editing e Post-Production.

2014 - Present

- Indie Game Developer with Unity 3D engine, under the label **Magic Labs Games**.

2017 - First released game: "*A World Of Foosball*" on Android.

Link: <https://play.google.com/store/apps/details?id=com.MagicLabs.AWorldOfFoosball>

2021 (January - July)

- Collaboration with LiquidCube Games for the development of procedural cities for Cloud Imperium Games through Houdini 3D software for Lumberyard engine.

PROFESSIONAL OBJECTIVES

Having the opportunity to start my career as a Game Designer for a great software house, taking care of both the concept of Game Design and, as far as I know, of development, and then, in a short time, learn the professionalism and development techniques for a 'AAA' product and thus being one day also able to manage a team, guaranteeing an efficient and complete production up to the latest generation standards, always taking advantage of emerging technologies.

PERSONAL ATTITUDES

Ready to operate in a creative and dynamic environment. Versatile, prepared for constant comparison and team work. Excellent videogame culture. Discreet decision-making and organizational capacity.

LANGUAGES

English: fluent.

Italian: native.

HOBBY / INTERESTS

Obviously Videogames, Virtual Reality and Technology but also Cinema, Tv Series, Music, Science/Physics/Mathematics, History, Politics, Philosophy and Religion.