

## Work Experience

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

Virtual reality video games.

C#, Shaders, Unity3D.

**Software Engineer & Co-Founder**, Strom Lab, Lausanne, Switzerland, 04/2017 - Current

Augmented reality, Virtual Reality and Mixed Reality solutions.

**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, PostgreSQL, Javascript, NodeJS, PHP, 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.
- GLSL: Expert.
- Python: Good level.

### Web technologies:

- HTML5: Expert.
- JavaScript: Expert. Libraries: AngularJS, 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.
- PHP: Good level.
- SVG: Good level.
- 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.
- Juce: Expert. OpenGL projects.
- 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.
- Cinema 4D: 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.