



Villa Leonardo

Game Developer

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SUMMARY

Virtual Production specialist and Videogame Developer. High skills in the optimization of code-side development processes and in the management of the equipment necessary for Virtual Production. Great skills in using the main Game Engines for the creation of reusable code applicable to various types of hardware.

SKILLS

Technical Skills:

- **Games Dev** - Unreal Engine, Unity, C++, C#
- **Virtual Production** - UE (nDisplay, LiveLink, DMX Protocol, Multi-User), Optitrack System
- **Modeling & Texturing** - Quixel Suite, Character Creator, iClone, Blender
- **Video / Photo Editing** - Adobe Suite, DaVinci Resolve
- **Source Control** - Git, Perforce
- **Frontend Dev** - HTML5, CSS

Language: Fluent in written and spoken Italian. Competent in written and spoken English. Elementary in spoken Spanish.

EXPERIENCE

Virtual Production Specialist

NABA - Nuova Accademia di Belle Arti

January 2022 - On Going

Milano, IT

- Creation of virtual stages within Unreal Engine for projection on Ledwall through nDisplay technology.
- Integration of different technologies for tracking real cameras in the virtual environment.
- Creation of networked sessions to work simultaneously on the same project via Multi-User within Unreal Engine.

Unreal Engine Programmer

Magari S.R.L.S

December 2021 - On Going

Milano, IT

- I took care of the programming part within the various projects, especially when it comes to Character Controllers.
- Integration of various elements such as Animations, Sounds, and 3D Models in the Character Controller.
- When it came to projects related to Virtual Production, I took care of the technical part of the pipeline.

Freelance Video Editor for Interior Design

MisuraEmme S.P.A

2017 - 2018

Mariano Comense, IT

- Selection of video materials for the best result in videos for brand advertising on the website and social media.
- Editing of selected video materials in addition to showroom photos with background music.
- Direct talking with the marketing team for making the products result more marketable in videos.

EDUCATION

Bachelor of Arts, Creative Technologies

NABA - Nuova Accademia di Belle Arti

September 2018 - October 2021

Milano, IT

Honor Thesis: *"Dominus"*, Final Mark: 110/110 e lode.

Related Coursework: Game Design 1 & 2, Computer Games 1 & 2, Multimedia Installations, Game Writing & Narrative, Game Culture, Team Projects, Individual Master Project.

- Acquired skills in interactive prototyping of functional scripts for the main game engines.
- Learned the ability to incorporate the newest computer technologies within personal projects.
- Worked on different team projects, usually as the creative director willing to make difficult and unpopular decisions.
- Successfully develop creative strategies to create projects with low budgets.
- Used innovative techniques and technologies (Virtual Reality, AI, Arduino, MoCap, Virtual Production Pipeline).

Diploma di Liceo Scientifico Scienze Applicate

Pontificio Collegio Gallio

September 2012 - June 2017

Como, IT

Related Coursework: IT, Math, Science, Physics & Philosophy.