Ruben Caliandro

Full–stack Web Developer, Game Programmer

Contact

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Profiles

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About

I have a strong interest in Computer Graphics and Videogames since I was 15.
I use to develop videogames in my spare time, and I try to attend game jams around the world, as I did in Torino, Roma and San Francisco

I am also a Web Developer since 2010. I worked in companies located in Italy (Torino) and USA (Sunnyvale, CA).

Even though I'm always working, my passion for Computer Graphics brought me to keep studying at the University after getting the Bachelor's Degree with honors.
Currently I'm taking a Master of Science in Virtual Reality and Multimedia. I have one exam left and I'm trying hard to get the best result (expected is 110/110).

Work Experience

TURIN, ITALY

MAY, 2015 — PRESENT

1 YEAR 5 MONTHS

Full-stack Web Developer at Tandù srl: (http://tandu.it)
Project Management and Full-Stack Development.

- Main technologies: Node.js/Express, Ruby on Rails, AngularJS, AWS ElasticBeanstalk, Docker, CircleCI

SUNNYVALE, CA, USA

JUL, 2014 — OCT, 2014

3 MONTHS

Front-end Web Developer at Eversnap: (http://www.geteversnap.com/home.html)
Front-end Development

- Web application development (front-end) using AngularJS
- Project architecture refactoring
- Automatic tools and CI with git, GruntJS and Fabric
- Development process used: Scrum

TURIN, ITALY

JAN, 2013 — JAN, 2014

1 YEAR

Web Application Developer at MyTable:
Full-Stack Development

- Web Application Design and Development (both Client and Server-Side).
- Design and Development of some Ruby Gems (and Rails Engines).
- Skills: Ruby on Rails, PostgreSQL, MySQL, UML

TURIN, ITALY

APR, 2010 — JAN, 2013

2 YEARS 10 MONTHS

Web Application Developer at Condominioitalia Editrice:
Web Development

- Web Application Design, Developement and Graphics.
- Private Network and PCs Maintenance.
- Recording and Editing of the online news 'TG del Condominio'.
- Skills: PHP, MySQL, (X)HTML, Javascript.

Volunteer

Film Projectionist, **Cinema Teatro Cuore**:

35mm Film Projections, in week-end film shows.

- Film assembling and deassembling.
- Security checks.
- Website maintenance.
- Film projections with manual changeovers, using two Cinemeccanica Victoria 8.

Education

Università degli studi di Torino - Computer Science Department

Master of Science: *Computer Graphics, Virtual Reality and Multimedia*

- MFN0978 - Virtual Reality Systems - 30/30 cum laude
- MFN0947 - Multimedia Database - 28/30
- MFN0972 - Digital Image Processing and Artificial Vision - 30/30
- MFN0970 - Physics for Virtual Reality - 30/30
- MFN0942 - Artificial Intelligence - 30/30
- MFN0973 - 3D Graphics Modeling - 30/30 cum laude
- MFN0962 - Numerical Methods - 20/30
- MFN0960 - Concurrent Models and Distributed Algorithms - 30/30
- MFN0963 - English II - Approved
- MFN0961 - Information Theory - 27/30
- MFN0949 - Cognitive Systems - 30/30
- MFN0951 - Bioinformatics - To do
- MFN0977 - Neural Networks - 30/30

Università degli studi di Torino - Computer Science Department

Bachelor of Science: *Computer Science (Networks)*

Thesis: *Spam Analysis tools*

High School P. Gobetti

High School: *Science*

Thesis: *Mathematics applied to the 3D Computer-Graphics Programming*

Projects

Feed The Troll (https://risingpixel.itch.io/feed-the-troll) — Videogame

Feed the Troll has been developed in 48h during the MTV Mega Game Jam @ MTV Digital Days 2016. It is a multi-player multi-device videogame, with an unconventional gameplay based on real communication between the players.

- Winner
- Keywords: 2D Game, Asymmetrical co-op multiplayer, Unity

Tron Lightcycles (https://github.com/chosko/lightcycle) — 3D Model

A 3D scene representing two Lightcycles from the movie 'Tron Legacy'. Modeled with Blender, with nice shaders programmed in OSL.

- Keywords: 3D Modeling, Blender, Shaders, OSL

Lazy (http://www.chosko.com/en/video_games/lazy.html) — Videogame

Lazy is the video game who doesn't want to be played. Starting from the main menu, everything seems like the game is not willing to play with you, and he will try everything to make you exit.

- An award won
- Keywords: 3D Game, First Person, Unity3D, Cross-Platform

Battle Bugs (http://www.chosko.com/en/video_games/battlebugs.html#content-top) — Videogame

Battle Bugs has been developed by the team in 48h for the Alpha Game Jam, in San Francisco. The goal of this strategy game is to defend your home hive and destroy the enemy hive, or defeat all the enemy bugs

- An award won
- Keywords: 2D Game, Strategy, Unity3D, Cross-Platform

Jul, 2013

AMCG (https://github.com/psicomante/aamcg) — Videogame

Another Multiplayer Cuboids Game: a game developed in less than a month with Unity, cubes and C#. It features a semi-random map generation with support for mobile accelerometer that allows to control the player.

- Network and GUI System Development
- Shading and Graphics Effect Development
- Client instances of the game used only as controllers (Mobile accelerometer + Controls GUI)
- Server instance used as the only shared display (running on PC/Mac)
- Keywords: Unity3D, C#, GLSL, Network Multiplayer
- Team members: Roberto Pesando and I

Apr, 2013

Minesweeper3D (https://dl.dropboxusercontent.com/u/8771146/Minesweeper3D.zip) — Videogame

This video game is the 3D version of the classic Minesweeper. I developed it during a week-end, because I could not find on the internet any game like this. The puzzle is really hard to solve, the mean resolution time for a 10x10x15 grid is about an hour.

- Keywords: 3D Game, Puzzle Game, XNA, C#
- Team members: Me

Jan, 2010 — Jan, 2013

Continuum (https://github.com/xteamdimension/continuum-arena) — Videogame

Continuum is a 2D space shooter with time travel, developed for Windows Phone 7 with XNA (MonoGame). The goal is to control a space ship, destroying enemies and collecting weapons and power-ups. The peculiarity is that you can collect "tachyon streams" that allow you to rewind and warp the time if you are damaged.

- Keywords: 2D Game, Space Shooter, XNA, Windows Phone, Time Travel.
- Team members: Stefano Nada, Stefano Ordine and I

Apr, 2009 — Jul, 2009

Mathematics applied to 3D Computer-Graphics programming (https://github.com/Chosko/high-school-thesis) — 3D Simulation, High School Thesis

A 3D Simulation of the Solar System built with C# directly on top of the DirectX 9 (no Frameworks, no Engines), presented as a thesis demonstration at the end of the High School

- Keywords: 3D Simulation, DirectX, C#, HLSL shaders, High School Thesis
- Team members: Me

Awards

Winner
Sep 10, 2016

MTV Mega Game Jam @ MTV Digital Days 2016

The award has been won with the game Feed The Troll, an asymmetrical co-op multiplayer made with Unity

Second place
Aug 15, 2014

Alpha Game Jam 2014, San Francisco

The award has been won with the game Battle Bugs, a strategy 2D game made with Unity

Third place
Feb 23, 2015

Global Game Jam 2015, Turin Competition

The award has been won with the game Lazy, the game who doesn't want to be played. Made with Unity

Languages

Italian	Native speaker
English	Professional working proficiency

Interests

Guitar: Electric Guitar, Classical Guitar

Film Projectionism: 35mm films, Cinemeccanica Victoria 8, Dolby SR Rack Audio

Rubik's Cube: up to 4x4x4, learning Fridrich method

Video editing: Adobe AfterEffects, Adobe Premiere