



Ruben Caliandro

Technical Director, Graphics and Game Programmer

CONTACT

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PROFILES

Github <https://github.com/chosko>
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Personal <https://chosko.com>

ABOUT

I work as Technical Director at Tiny Bull Studios, an indie game developer based in Torino (Italy). I work since 2016 in the video game industry and I have 10+ years of former experience as hobbyist in Game Programming and Graphics Programming.

I wrote my first Graphics framework based on DirectX at the age of 15-17 and my greatest passion since then is shader programming. I also worked as Web Developer from 2010 to 2016, in companies located in Italy (Torino) and USA (Sunnyvale, CA).

I graduated with a Bachelor's Degree in Computer Science in 2012 and a Master's Degree in Virtual Reality in 2017, both with the score of 110/110 with honors.

WORK EXPERIENCE

📍 TURIN, ITALY

📅 SEP, 2020 — PRESENT

🕒 9 MONTHS

Technical Director at **Tiny Bull Studios srl:** (<https://www.tinybullstudios.com/>)

Technical Art Direction, R&D and team management

- Researching state-of-art production and rendering techniques for specific types of game content, with an eye on CPU and GPU optimisation in advance
- Defining optimised workflows for creating and implementing game art in a feasible way for a small team of Artists
- Giving technical instructions to Artists and mentoring to Technical Artists
- Programming tools in support of art production workflows
- Shader programming
- Main Technologies: Nintendo Switch, Unity, C#, ShaderLab, CG/HLSL/GLSL

📍 TURIN, ITALY

📅 DEC, 2016 — AUG, 2020

🕒 3 YEARS 8 MONTHS

Graphics Programmer, Game Programmer at **Tiny Bull Studios srl:**

(<https://www.tinybullstudios.com/>)

Visual Effects and Game Programming

- Shader Programming and Optimisation
- Particle Systems and Post-Processing
- Making the effects support Virtual Reality
- Main Technologies: Unity, C#, ShaderLab, CG/HLSL/GLSL, Oculus, Vive, PlayStation 4

📍 TURIN, ITALY

📅 MAY, 2015 — SEP, 2017

🕒 2 YEARS 5 MONTHS

Full-stack Web Developer at **Tandù srl:** (<https://tandu.it>)

Project Management and Full-Stack Development.

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

📍 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

📍 *TURIN, ITALY*
📅 *JAN, 2013 — JAN, 2014*
🕒 *1 YEAR*

Full-Stack Web 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 Developer at Condominioitalia Editrice:

Web Development

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

VOLUNTEER
📅 *SEP, 2009 — JUN, 2013*
🕒 *3 YEARS 9 MONTHS*

Film Projectionist, Cinema Teatro Cuore:

35mm Film Projections.

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

EDUCATION
📅 *JAN, 2013 — OCT, 2017*
SCORE: 110/110 WITH HONORS

Università degli studi di Torino - Computer Science Department

Master of Science: Computer Graphics, Virtual Reality and Multimedia

Thesis: Visual Effects for Real-Time Stereoscopic Rendering

📅 *SEP, 2009 — DEC, 2012*
SCORE: 110/110 WITH HONORS

Università degli studi di Torino - Computer Science Department

Bachelor of Science: Computer Science (Networks)

Thesis: Spam Analysis tools

📅 *SEP, 2004 — JUL, 2009*

High School P. Gobetti

High School: Science

Thesis: Mathematics applied to 3D Computer Graphics Programming

PROJECTS
📅 *DEC, 2016 — SEP, 2018*

Blind (<https://store.steampowered.com/app/406860/Blind/>) — VR Game

Blind is a narrative-driven psychological thriller for virtual reality where the player is blind and must explore their surroundings using echolocation.

- Keywords: Virtual Reality, Puzzle Game, Unity, Oculus, SteamVR, PlayStation VR

📅 *SEP, 2016*

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

A multi-player multi-device videogame, with an unconventional gameplay based on real communication between the players.

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

📅 *DEC, 2014*

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

A 3D scene representing two Lightcycles from the movie 'Tron Legacy'. Modeled with Blender and shaded with OSL.

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

📅 *FEB, 2015*

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

Lazy is the video game who doesn't want to be played. The game is not willing to play with you and it will try everything to make you quit as soon as possible.

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

📅 <i>AUG, 2014</i>	<p>Battle Bugs (https://chosko.com/en/video_games/battlebugs.html) — Videogame</p> <p>Strategy game made in 48h for the Alpha Game Jam in San Francisco. Defend your home and destroy the enemy hive or defeat all the enemy bugs</p> <ul style="list-style-type: none"> - Keywords: 2D Game, Strategy, Unity3D, Cross-Platform
📅 <i>NOV, 2013</i>	<p>ScrollCraft (https://www.windowsphone.com/it-it/store/app/scrollcraft/8f7c61d3-9f2b-4092-b02d-212519f872d8) — Videogame</p> <p>Developed in 48hours, during the international Indie Speed Run 2013. It is an endless runner featuring the theme and the element assigned to the team: Speed and Scroll.</p> <ul style="list-style-type: none"> - Keywords: 2D Game, MonoGame, C#, Cross-Platform
📅 <i>JUL, 2013</i>	<p>AMCG (https://github.com/psicomante/aamcg) — Videogame</p> <p>Another Multiplayer Cuboids Game: a shared-screen party game where characters are controlled with smartphones.</p> <ul style="list-style-type: none"> - Keywords: Unity, C#, GLSL, Network, Multiplayer
📅 <i>APR, 2013</i>	<p>Minesweeper3D (https://chosko.com/en/video_games/minesweeper3d.html#content-top) — Videogame</p> <p>A 3D version of the classic Minesweeper made in 48h. The puzzle is really hard to solve: the average resolution time for a 10x10x15 grid is about an hour.</p> <ul style="list-style-type: none"> - Keywords: 3D Game, Puzzle Game, XNA, C#
📅 <i>JAN, 2010 — JAN, 2013</i>	<p>Continuum (https://github.com/xteamdimension/continuum-arena) — Videogame</p> <p>A 2D space shooter for Windows Phone made with XNA. Collecting "tachyon streams" you are enabled to rewind and warp the time.</p> <ul style="list-style-type: none"> - Keywords: 2D Game, Space Shooter, XNA, Windows Phone, Time Travel.
📅 <i>APR, 2009 — JUL, 2009</i>	<p>Mathematics applied to 3D Computer-Graphics programming (https://github.com/Chosko/high-school-thesis) — 3D Simulation, High School Thesis</p> <p>A 3D Simulation of the Solar System built with C# and DirectX, presented as a thesis demo at the end of the High School</p> <ul style="list-style-type: none"> - Keywords: 3D Simulation, DirectX, C#, HLSL shaders, High School Thesis
<p><i>AWARDS</i></p> <p><i>WINNER</i></p> <p>📅 <i>SEP 10, 2016</i></p>	<p>MTV Mega Game Jam @ MTV Digital Days 2016</p> <p>Won with "Feed The Troll", an asymmetrical co-op multiplayer made with Unity.</p>
<p><i>SECOND PLACE</i></p> <p>📅 <i>AUG 15, 2014</i></p>	<p>Alpha Game Jam 2014, San Francisco</p> <p>Won with "Battle Bugs", a strategy 2D game made with Unity.</p>
<p><i>THIRD PLACE</i></p> <p>📅 <i>FEB 23, 2015</i></p>	<p>Global Game Jam 2015, Turin Competition</p> <p>Won with "Lazy", the game who doesn't want to be played. Made with Unity.</p>
<i>LANGUAGES</i>	<p>Italian Native speaker</p> <p>English Professional working proficiency</p>
<i>INTERESTS</i>	<p>Guitar: Electric Guitar, Classical Guitar</p> <p>Film Projectionism: 35mm film projections</p> <p>Puzzles: Rubik's Cube and others</p>