

Ruben Caliendo

Technical Artist, Game Programmer, Full-Stack Web Developer

Contact

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- Torino, IT

Profiles

- Github
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- Linkedin
- <https://www.linkedin.com/in/rubencaliandro/en>
- Personal
- <http://chosko.com>

About

I have a strong interest in Computer Graphics and Videogames since I was 15.

I work as Technical Artist and Game Programmer at Tiny Bull Studios, an indie game developer based in Torino (Italy).

I make real-time visual effects and I am specialized in writing shaders for Virtual Reality.

I am also Web Developer since 2010. I worked 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 of them with the maximum score of 110/100 with honors.

Work Experience

📍 Turin, Italy

📅 Dec, 2016 — Present

🕒 1 year 7 months

Technical Artist, Game Programmer at [Tiny Bull Studios srl:](#)

Visual Effects and Game Programming

- Shader Programming
- Particle Systems and Post-Processing
- Game Programming and Optimization
- 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:](#)

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:](#)

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, 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.
- Website maintenance.
- Film projections with manual changeovers, using two Cinemeccanica Victoria 8.

Education

📅 Jan, 2013 — Oct, 2017

Expected score: 110/110

Università degli studi di Torino - Computer Science Department

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

- MFN0978 - Virtual Reality Systems - 30/30 with honors
- 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 with honors
- 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 - Digital Audio and Music Processing - 30/30 with honors
- MFN0977 - Neural Networks - 30/30

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 — Present

[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](#) — 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 of the MTV Mega Game Jam 2016
- Keywords: 2D Game, Asymmetrical co-op multiplayer, Unity

📅 Dec, 2014

[Tron Lightcycles](#) — 3D Model

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

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

📅 Feb, 2015

[Lazy](#) — 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.

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

📅 Aug, 2014

[Battle Bugs](#) — 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

- Keywords: 2D Game, Strategy, Unity3D, Cross-Platform

📅 Nov, 2013

[ScrollCraft](#) — Videogame

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.

- Keywords: 2D Game, MonoGame, C#, Cross-Platform
- Team members: Roberto Pesando, Stefano Nada, Stefano Ordine and I

📅 Jul, 2013

[AMCG](#) — Videogame

Another Multiplayer Cuboids Game: a shared-screen party game where characters are controlled with smartphones.

- Keywords: Unity, C#, GLSL, Network, Multiplayer
- Team members: Roberto Pesando and I

📅 Apr, 2013

[Minesweeper3D](#) — Videogame

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.

- Keywords: 3D Game, Puzzle Game, XNA, C#

📅 Jan, 2010 — Jan, 2013

[Continuum](#) — Videogame

A 2D space shooter for Windows Phone made with XNA. Collecting "tachyon streams" you are enabled to rewind and warp the time.

- 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](#) — 3D Simulation, High School Thesis

A 3D Simulation of the Solar System built with C# and DirectX, presented as a thesis demo at the end of the High School

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

Awards

Winner

📅 Sep 10, 2016

MTV Mega Game Jam @ MTV Digital Days 2016

Award won with "Feed The Troll", an asymmetrical co-op multiplayer made with Unity

Second place

📅 Aug 15, 2014

Alpha Game Jam 2014, San Francisco

Award won with "Battle Bugs", a strategy 2D game made with Unity

Third place

📅 Feb 23, 2015

Global Game Jam 2015, Turin Competition

Award won with "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 film projections

Rubik's Cube: up to 4x4x4