

Gianluca Garganese


ITA

ENG



 07/11/1997 NAPLES (NA) ITALY


 Nationality: Italian

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 Portfolio website coming soon!

Cinema and Media Engineering master graduate at Politecnico di Torino.
Simulation Software Engineer at Alten.

Experience



Simulation Software Engineer

Alten

Jan 2023 - Present

Gallarate, Lombardia, Italy



Thesis Student

synArea Consultants Srl

Mar 2022 - Jun 2022

Turin, Piedmont, Italy

Thesis + internship at synArea Consultants Srl.

The work mainly consisted in the development of two real-time 3D graphics **WebGL** applications, specifically two virtual robotics labs with "digital twin" mode (that allows synchronized movements between virtual and real robots) and "asynchronous" mode (that allows playback of prerecorded movements and quiz answering).

These applications were developed using **Unity** and **C#**.



Videomaker Assitant

Bitpop Transmedia

Dec 2018 - Jun 2019

Turin, Piedmont, Italy

Curricular internship at Bitpop Transmedia for a total duration of 250 hours.

The work mainly consisted in the production and post-production of corporate videos, conference shooting, interviews, etc.

Education



Politecnico di Torino

Master's Degree in Cinema And Media Engineering

Final grade 110/110

Oct 2020 - Dec 2022



Politecnico di Torino

Bachelor's Degree in Cinema And Media Engineering

Final grade 93/110

Oct 2016 - Jul 2020



Liceo Scientifico A. Avogadro

Diploma Scientifico

2011 - 2016

Computer Skills



Programming Languages

- **C#** - I worked at a third person puzzle game (university project), an ISS landing simulator (university project) and two virtual robotics laboratories (thesis + internship) all of them made with **Unity**.
- **C++** - I worked at a catapult based videogame (university project) made using **OpenGL**.
- **Javascript** - I worked at various web applications for university and personal projects, some of them made with **React** and **Node.js**. I used **sqlite** and **MongoDB** as databases.
- **Kotlin** - I worked at an Android app used to manage plants watered by smart pots (university project).

I also use/have used **Python**, **C** and **Java** (for small personal or university projects).
I use **Git** and **GitHub** for project management.



Programs / Software

- **Unity** – I worked at some applications (briefly discussed earlier) for university projects and for my thesis, specifically i did: programming, 3D asset management, animation, level design, GUIs.
- **Blender** – I worked at some university projects that required static renders, animated videos and set extensions (addition of CG elements in live action shots), specifically i did: modelling, animation, material and texture management, simulations, lighting, rendering and compositing.
- **Adobe Suite** – I used **Premiere Pro** to edit various videos for university projects and for the internship at Bitpop Transmedia, and **After Effects** for motion graphics. I use **Photoshop** and **Illustrator** for graphic asset management in a variety of different project types.
- **DaVinci Resolve** – I worked at various videos for university and personal projects, specifically i did: editing, color grading and compositing.
- **Figma** – I worked at some web and mobile application mockups for university and personal projects. I use Figma for graphic asset management too.



Other

My main operating system is **Windows**, occasionally i also use **Ubuntu** and **Ubuntu server** (that I use on an homemade NAS).

Sometimes I use **Office** apps and their Google's equivalents.

For thesis writing I'm using **LaTeX**.

Languages



English

IELTS Academic, 7.0

Level C1

Issued Sep 2019 – Expires Nov 2028

Other Skills



I like to design and develop applications and other stuff focusing on the product as a whole and letting the user carry it, this leads me to the development of a wide set of skills keeping a multidisciplinary approach.

I like teamwork and I am quite calm, this helps me to handle work under pressure when necessary. I usually try to solve problems efficiently and by adopting creative methods when it is useful.

I acquired these skills during my professional experiences and by working on a vast number of university and personal projects.

Other Information



Driving license, own car
Available to travel on business in Italy, abroad
Available to relocate in Italy, abroad

Exams



Date	Exam	Credits	Final grade
01/02/2021	Future storytelling	6	27
08/02/2021	Virtual reality	6	30 cum laude
12/02/2021	Immersive movie	6	29
25/02/2021	Cognitive psychology	6	27
22/06/2021	Game Design and Gamification	10	30
13/07/2021	Web Applications I	6	29
22/07/2021	Sound system engineering	6	28
03/09/2021	Electronic systems for the production and distribution	6	23
21/01/2022	Computer animation	6	28
11/02/2022	Digital Strategy	8	28
23/02/2022	Human Computer Interaction	6	30
16/06/2022	Digital interaction design	8	30
06/09/2022	Visual Effects	8	29
09/09/2022	Computer Graphics	6	27