CHRISTIAN STAMATI
Fullstack Developer

ABOUT

I'm a software developer with a passion for creating digital products. I leverage my UI/UX background to create user-friendly and functional solutions.

WORK EXPERIENCE

We Wear — Nov 2020 — Present
Fullstack Developer

I managed projects in Unity, Unreal and React, developing prototypes in Figma and translating user interfaces into functional apps. I currently work on 3D configurators.

NABA — Feb 2021 — May 2021
Technical Artist

I supervised the technical aspects of Unreal Engine in the execution of a virtual production experiment. I have developed tools to improve navigation in the virtual set.

Self employed — Sep 2018 — Nov 2020
Videographer

I used professional software such as Adobe Premiere and Resolve for editing and color correction. I used to make music videos as a hobby.

EDUCATION

NABA — 2017 — 2020
Degree in New Technologies

ISSM — 2014 — 2017
Diploma in Graphics and Communication

TOOLING

C#
Unity
Unreal
React
Git
Javascript
Python
Blueprint

SKILLS

UX/UI
3D Modelling
Problem solving
Rapid prototyping
Software architecture

PROJECTS

Modesto Bertotto
bit.ly/cs-modesto
2023

We Wear App (Beta)
bit.ly/cs-wwapp
2022

Virtual Production
bit.ly/cs-vp
2020

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