

<p>Elia Orsini</p> <p>elia-orsini.com</p> <p>+44 07342850882</p> <p>79 Candleriggs, Glasgow</p>	<p>Work</p>	<p>Junior Software Developer @ IMG Arena</p> <p>Oct 2022 — Jul 2024</p> <ul style="list-style-type: none"> • Part of the 3D Labs team developing 3D interactive experiences for the sports industry (clients include ATP, Roland Garros, The Open, MLS). • Built custom frontend solutions using React, Redux, GraphQL, Node.js, WebSockets, Bootstrap and Electron. • Used Unreal Engine, Babylon.js and Blender to model and create high quality 3D virtual experiences able to run on the web, on VR headsets and on any OS. 	
		<p>Three.js Lead @ Houses of Rome</p> <p>Jan 2022 — Jul 2022</p> <ul style="list-style-type: none"> • Software developer in charge of the Three.js team to develop interactive 3D experiences for the browser using React and Next.js. • Worked side by side with front-end developers and 3D artists to ship optimised 3D environments able to run on most devices. 	
		<p>Freelance 3D Graphic Designer</p> <p>Nov 2019 — May 2022</p> <ul style="list-style-type: none"> • Worked with music artists around the world to convert their idea of music into visually appealing and creative cover arts. • I was the art director and designer of multiple music events in Italy for which I developed their marketing material. 	
		<p>Freelance Photographer</p> <p>Feb 2018 — Nov 2021</p> <ul style="list-style-type: none"> • Planned and directed photoshoots to match the brand image of clients. I worked with models and art directors to reach a coherent and creative vision for various projects. • A fundamental requirement has been the ability to visually represent many different ideas in a timely and effective manner. 	
<p>Skills</p>		<p>Code — JavaScript, TypeScript, React, Next.js, Tailwind CSS, CSS, Bootstrap, Three.js, Babylon.js, SQL, GraphQL, Rest APIs, Websockets, Redux, Electron, GSAP, Python</p> <p>3D — Unreal Engine (C++ / Blueprints), Blender, Adobe Suite, Marvelous Designer, Processing</p> <p>Tools — Git, Vercel, Figma, Postman, Docker, Bash, Geometry Nodes, Draco, Google Analytics, Google Colab, Metashape</p>	
<p>Projects</p>		<p><u>ARCHIVE.pdf</u> — A progressive web app to host fashion documents and articles.</p> <ul style="list-style-type: none"> • Implemented Github automatic workflows, CI pipelines with custom linting rules and a rate limiting solution. • Designed and implemented a solution to search by keyword through the entire content on the website in an efficient and cost effective way. • Created efficient React components with TailwindCSS to style the website in accordance to the given Figma guidelines. 	
		<p><u>Blender Web Viewer</u> — A no-code 3D web viewer for Blender to model 3D assets for the web.</p> <ul style="list-style-type: none"> • Used React Three Fiber to render 3D scenes in the browser. • Created a custom Blender plugin in Python to export 3D scenes for the web. • The Github repo has received 50+ stars. 	
<p>Education</p>		<p>University of Aberdeen</p> <p>BSc Hons Computer Science, 1st</p>	<p>2019 — 2023</p>