

DANIELE FRANCESCHINI

GAME PROGRAMMER

PORTFOLIO: www.daniele-franceschini.com

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EXPERIENCE

VR Game Programmer

AnotheReality

📅 July 2017 – Sept 2017 📍 Milano, IT

- Development of B2B virtual reality puzzle game for a famous pharmaceutical multinational company

Game Programmer

DarkTiger Developments

📅 Sept 2015 – Feb 2017 📍 Trento, IT

- Development and Publish of "DvDrum, Ultimate Drum Simulator!" a drum simulator game available on Steam

Software, Web, Database and UI Developer

Ready Solutions

📅 June 2013 – June 2015 📍 Trento, IT

- Development of Web/Desktop application, management, PDM and plugin with database interface for support to mechanic design companies and their concerning software like Autocad, SolidWorks and Inventor

SHIPPED GAMES

🏆 DvDrum, Ultimate Drum Simulator! (2017)

My drum simulator game developed and published by me, available on Steam

EDUCATION

Game Programmer

Digital Bros Game Academy

📅 Apr 2017 – May 2018 📍 Milano, IT

Information Technology

Technical & Technological Institute G.Marconi

📅 Sept 2012 – June 2016 📍 Rovereto, IT

Autodesk 3Ds Max, Autocad, Revit course

Kantea

📅 Sept 2011 – June 2012 📍 Trento, IT

SOFT SKILL

- Team Working Problem Solving
- Creativity Desire to Learn
- Knowledge of Gaming Pipeline Flexible
- Self-Motivated Overall Quality Vision
- Aesthetic, Design and Sound Sense

HARD SKILL

- Unity 3D C# GameMaker Studio
- GML C++ Microsoft Visual Studio
- Git VR Visual Basic.NET SQL

LANGUAGES

Italian
English



OTHER EXPERIENCE

Digital Bros Game Jam 2018

Digital Bros Game Academy

📅 Feb 2017 – Feb 2017

Global Game Jam 2018

Politecnico di Milano

📅 Jan 2017 – Jan 2017

PASSIONS & INTERESTS

- Music**
I play guitar and DvDrum. I have played in a rock band and I have audio/music skills
- Photography**
I like taking beautiful macro, super-macro and landscape photos with my reflex
- Nature**
I love getting relax in the tranquility of nature. It is my inspiration
- Design & 3D Environment**
I like to examine, recreate and improving 3D environments and graphic rendering