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

M 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

Milano, IT

Information Technology

Technical & Technolocical Istitute G.Marconi

Rovereto, IT

Autodesk 3Ds Max, Autocad, Revit course

Kantea

Mark 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

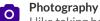
🛗 Jan 2017 – Jan 2017

PASSIONS & INTERESTS



Music

I play guitar and DvDrum. I have played in a rock band and I have audio/music skills



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