Daniele Olivieri

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PERSONAL PROFILE

I'm a professional Unity3D developer with a decade of experience in the field, I specialise in creating immersive experiences across AR, VR, mobile and desktop platforms; I'm proficient in developing rapid prototypes to bring projects to life. My experience as a 3D modeller and rigger strengthened my skills even further, which led me to develop mobile games in my spare time. I am a self-motivated person, willing to improve my capabilities and open minded to new and interesting opportunities.

SKILLS

Softwares: Unity3D, Maya, Zbrush, Photoshop, xNormal, 3DSMax, Nuke, MudBox, After Effects, Premiere; Git/Perforce.

Unity3D: Oculus framework, AR Foundation, Hololens, Kinect, Tango Project, Leap Motion, MindWave, OptiTrack, OBI, Photon.

3D Techniques: Modelling, Sculpting, Rigging, Texturing, UV Mapping, Compositing, basic of Animation.

Developing Languages: C#, Visual Basic/VB.NET, Java, Javascript, XML, SQL, PHP.

Databases: MySQL, Oracle, SQL Server, Access.

Spoken Languages: Italian (native) and English (business level).

WORK EXPERIENCE
daniel4d.com/jobs

Unity3D Developer & 3D Modeller - Freelance - (Since April 2017)
- Gn3ra; Helping the team to improve and optimise the application. (WebGL, Win)
- BodySwaps; Assisting the team in integrating the app with third-party platforms.
- Unit9; Meta Oculus Quest 3 game: First Encounters VR.
- Mammoth Graphics; 3D interactive application (Win, MacOS, iOS, Android)
- Digital Fashion Framework; Fashion AR and VR app (iOS, Win)
- Quander.io; Interactive experiences and prototypes (VR, AR, XR, Win, iOS, Android)
- AVR London; VR previsualization of a massive architectural project
- Gazelli Art Gallery; 360 video editing, Virtual Gallery of Digital Artworks (Oculus & Vive)
- Whitecoat.tv; 360 Video VR experience
- Mbryonic.com; Interactive VR experience, medical purpose

Senior Unity3D Developer – Oxford Medical Simulation (oxfordmedicalsimulation.com) – UK (Mar - Dec '22)
Developing a Virtual Reality medical and nursing simulation.

Unity3D Developer & 3D Modeller - FatUnicorn (daniel4d.com/fat-unicorn) - London (Aug '15 – Mar '17)
Developing 2D and 3D interactive experiences. Oculus Rift/VR/Cardboard, Hololens, iOS and Android Unity3D apps. Kinect and Vuforia.

Unity3D Developer – Audatex (Solera) (www.audatex.co.uk) - London (Feb 2016 – May 2016)
Working on the mobile app "Digital Garage", developing prototypes and improving it with new 3D features. The app is available on the market for *iOS* and *Android*

Unity3D Developer & **3D Modeller** - Freelance - London - (Mar 2013 – Jul 2015)

- PHM.co.uk; Building a demo of an innovative app for mobiles and PCs.
- HiMumSaidDad.com; 3D running game: *Office Escape, iPint Carling*. Available on *iOS* and *Android*
- MarinoSoftware.com; 3D educational game for kids: *Curious World*. Available on *App Store*

3D Digital Artist - Aurasma, an HP company - London (Jul 2011 - Feb 2013)

Modelling, UV Mapping and rigging in Maya low and high poly characters, assets, vehicles and environment. Sculpting and texturing using Zbrush and Photoshop.

3D Generalist - Immersive (www.immersive.eu) - London (October 2010)

Working on a Eric Prydz's music promo. *bit.ly/EP-Niton*

Web developer - London (November 2009 - 2011)

Occasionally IT analyst and web developer for private clients, with the purpose to support the English course and starting a carer in London.

IT Analyst/Developer - Tesys S.p.a. (www.tesys-spa.it) - Rome, IT (April 2003- October 2009)

Analysis and development of web applications. HTML, ASP, JSP, Java, SQL, Oracle database.

Graphic Designer - Spaziografica Multimedia SRL - Rome, IT (October 2002 – April 2003)

Compositing and videoediting for TV advertisements. Developing web-chat and forum websites.

IT Developer - Tesys S.p.a. (www.tesys-spa.it) - Rome, IT (2000-2002)

Working as IT consultant, software and web developer for the company and third part clients. HTML, JSP, Javascript, Java servlet, Abap / Sap Web Studio, Visual Basic, Php, MySql database.

Graphic Designer - MaxPubblicità (www.maxpubblicita.com) - Rome, IT (Sept 1999 - June 2000)

Coming up with design concepts and artworking that fit the client's needs.

EDUCATION / TRAINING

The Art Academy - London (January 2011 - March 2011) - www.artacademy.org.uk

Drawing for Beginners. Working through some of the basics, including composition, tonal drawing, measurement and movement.

Escape Studios - London (April 2010) - www.escapestudios.com

Short course of Introduction to 3D Using Maya.

Frances King School of English - London (October 2009 - June 2010) - www.francesking.co.uk

Working there as IT assistant as a way of both supporting my studies and improving my knowledge of the English language.

Ecodidacom / Eidos - Rome, IT (May 2003)

Development of Web Applications using Microsoft VS.Net; Programming with Microsoft ADO.NET; Developing Secure Web Applications; Developing Web Services Using Microsoft VS.Net. Advanced Java 2 Course.

High School Diploma of Electronics and telecommunications industry foreman

I.T.I.S. Albert Einstein Institute – Rome, IT - July 1999

HOBBIES

I love skating and I participated in a few competitions in Italy where I am a member of the association *Pincio.com*. I like going to the cinema watching sci-fi movies and playing with my RC monster truck.

I also think that during the time spent commuting a book is a good friend.

NOTES

I'M NOT interested AT ALL in any web/HTML/Java/.NET developer position.
Able to work both in the UK and abroad.
References and copy of certificates available on request.