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Current Internet Site: [Online Portfolio](#) (video-reels / galleries / examples)

PDF digital Portfolio: [PDF Portfolio](#)

PERSONAL PROFILE

Focus on technical solutions, procedural assisted creation, and innovation.

Problem solving and collaboration with the other department are keywords for my approach to the solutions.

I have a strong knowledge of videogame pipeline and production as I have been involved in many aspects of the game development since 1998.

I have managed small & medium size teams of developers from prototype stage to shelve retail of multiplatform licensed titles for Nintendo Wii/Ds and iOS.

I worked on multiple AAA title for Xbox 360/Xbox One/Xbox X/PS4/PS5 and PC.

I have a clear vision. In conjunction with project post-mortem & documentation, I help preparing preventative solutions.

I try to keep things organized and documented and I focus on find a proper owner for each tool or part of the pipeline within my team.

I keep myself up to date about games and platforms, looking out for quality and technical innovations.

SOFTWARE SKILLS

Houdini, 3D Studio Max, Maya, Lightwave, Photoshop,

Visual Studio (C#, C++, C, Java, Visual Basic)

XCode (iOS SDK, cocos2d)

Codewarrior (PS2, DS, DSi, Wii, PC)

Eclipse (Android SDK, Google Kit)

DirectX 9/10/11/12, HLSL model 2/3/4/5,

Perforce, Jira, SVN, Github

Animation tools Max Biped, Mixamo and Motion Builder.

ENGINES & SDKs

RAGE, Snowdrop, Unreal, Unity, CryEngine / Lumberyard, Ubisoft Art Framework (UAF),

Sony PhyreEngine SDK, PS4 SDK, XNA, Xbox One SDK, Nintendoware SDK

Renderware, Sony PhyreEngine, Cocos2D, Genesis3D, GameMaker, Build, Superscape,

Virtools, EGO Engine.

CODING AND SCRIPTING

- C#, C, C++
- Hlsl / Glsl
- Python
- Nodegraphs & Blueprints
- Maxscript
- Vex

WORK EXPERIENCE

Scopely (Nov 21 – Present)

Technical Art Director

- Roadmap Creation
- Team tasking and direction
- Development and documentation
- Cross studio & cross time zones collaboration
- Business Development
- Strategy and Research
- Hiring plans & Head count
- Collaboration with Core tech / Design & Art team to define cross-platform and cross-titles tool sets.

Titles:

- **Unannounced title**

EA / Codemaster (Apr 21 – Oct 21)

Principal Technical Artist

- Acting Technical Art Director
- Unreal Engine open world procedural tools
- Forest, Crop, Cliffs Tools
- Shader Work
- People hiring / training and Confluence Documentation
- C++ real time processors.
- C++ Engine low level work.
- LOD Pipeline UI and decimation / creation code

Titles:

- **World Rally Championship**

[Codemasters has secured the official World Rally Championship license | VGC \(videogameschronicle.com\)](https://videogameschronicle.com)

LiquidCube Games (Mar 21 – Nov 21)

Technical Director

(Houdini Procedural Content Generation Pipeline for : CryEngine, Unreal, Unity)

- Tools Pipeline & DI/DC roadmap
- Visual Studio Solution creation

- Workspace creation/organization
- People Hiring, Training & Tasking
- Business Development and Communication
- C++ / C# / Houdini processors pipeline UI and headless versions

Titles:

- **Procedural Pipeline Tools:**

<https://www.liquidcubegames.com/procedural-content-creation-wip>

- **Procedural Pipeline Results:**

<https://www.liquidcubegames.com/procedural-content-creation>

Rockstar Toronto (Nov 20 – Mar 21)

Principal Tools Programmer

- Tech Art Tools & DI/DC roadmap
- Visual Studio Solution maintenance and deployment
- People Training & Tasking
- C++ and C# New Engine & Graphics RnD
- C++ / C# processors pipeline UI and headless versions

Titles:

- **Unannounced Project**

Rockstar Toronto (Jan 20 – Nov 20)

Principal Technical Artist

- Tech Art Tools roadmap & development
- Visual Studio Solution maintenance and deployment
- People Training & Tasking
- Support for Artists and RnD
- Artist Editors coding

Titles:

- **Unannounced Project**

Rockstar Toronto (April 18 – Jan 20)

Senior Technical Artist

- Technical Problem Solving
- People Training
- Support for Artists
- Artist Editors coding

Titles:

- **Red Dead Redemption 2**

Cloud Imperium Games (Dec 16 – February 18)

Lead Technical Artist

- Technical Problem Solving
- People Training
- Support for Artists & Game / Level Design
- Leading development of Procedural Technologies
- Content generation system for Outposts, Interiors and Urban Environments
- Core Procedural C++ functionality for offline procedural generation
- Core Tools & UI Interface development for Artists (Python / QT)
- Training artists & designers
- Wiki documentation & video on demand training

Management:

- Long term Vision & Planning of scalable procedural content
- Hiring & Career development
- Peer / people review
- Sprint management

Optimization:

- Material tinting / cloning & instancing
- Modular kits creation tools

Titles:

- **Star Citizen v 2.7**
- **Star Citizen v 3.0.0**

Atom Bank (June 16 – Sept 16)

Technical Designer/Unity

Developer Tasks:

- Writing Business Case for new Engine Technology
- Xamarin Engine Development
- Unity Research & Development for 3D Environments and Interfaces
- XCode development and creation of Art and Design tools
- Asset examples creation for Pages and models
- Reporting to Head of Development and UI for progresses **Core Projects:** •
Visual Studio Xamarin Android and IOS solution, written and documented.
- Atom Page Editor. A page visual designer for Art and design team. XML export format.
- C# Serializer/Deserializer for XML contents **Project Management:**
- Business Case PPT and DOC
- Agreements on strategies for designers training

Titles:

- **Atom Bank Client (Android)**
- **Atom Bank Client (iOS)**
- **APE** - (Mac – Atom Page Editor)
- **Xamarin Engine** - (PC & Mac – New Engine source code)

Ubisoft Reflections (May 13 – May 16)

Senior Technical Artist

- Technical Problem Solving
- People Training
- Support for Artists and UI department
- Core Snowdrop Engine Tools
- Core 3D Map Generation Tools

Research & Development:

- Procedural generative systems for maps and missions for The Division

Underground DLC

- UI Prototyping (Loot, Skill selection, Grenades, Crosshair)
- Shaders Development
- The Division Skill Animated and Interactive System (Vehicles and Skill/Abilities

Props)

Optimization:

- Tracking and automation Tools Development
- Team Mentoring and Management

Titles:

- **Just Dance 2014** - for Xbox One, PS4, Wii U, Wii and Mobile.
- **Just Dance 2015** - for Xbox One, PS4, Wii U.
- **The Division** - Xbox One, PS4 and PC
- **The Division DLC Underground** - Xbox One, PS4 and PC

Freelancer Game Developer (Sept 09 – May 13)

Senior Engine/GPP Programmer

Clients:

- GameStop
- Fox TV
- Mimilab Games
- Maga Animation Studio

Tasks:

- Engine Development
- Game play programming
- 2D and 3D Assets creation

Core Projects:

- Nintendo DS crossword game "L'Enigmistica DS".
- Xbox 360 Fallen Angel Indie Game

(Game Engine 360: menu, rendering, collisions, input, sound, animation, postFX, shaders).

- iPhone games: Pepita-Up, Frame Fixer, Furu Furu
- Facebook, Twitter, Game Centre, In-App purchase development

- Game Design Doc for L'Enigmistica DS, Fallen Angel Xbox 360. **Project**

Management:

- Hardware Manufacturers QA Approvals processes for Nintendo DS, Xbox Indie, iOS.

Titles:

- **Wingers** - MMORPG (AIOMI)
- **Genial Football** - PC (SIE GROUP)
- **L'Enigmistica** - DS (GameStop - FIV5)
- **Fallen Angel** - Xbox 360 Indie (MIMILAB)
- **Pepita-Up** - iPhone (MIMILAB)
- **Frame Fixer** - iPhone (MIMILAB)
- Java Remote Studio Management tool for Maga Animation Studio (**TV production studio**)

Virtual Identity SRL (Mar 03 – Sept 09) Cofounder, Technical Director

Tasks:

- Engine and Tools Development
- Bank and Sponsors relations
- Employees Interview
- Events Booths at GDC, ECTS, E3 and GDF
- Technical Direction

Productions:

- **Terkel The Game** - for PC (OFFICINE UBU)
- **Horrible Histories** - for PC (Slitherine)
- **Horrible Histories** - for Nintendo Wii (Slitherine)
- **Horrible Histories** - for Nintendo DS (Slitherine)
- **Pirates Party** - for Nintendo Wii (Mamba Lace)
- **Pirates Party** - for Nintendo DS (Mamba Lace)
- **The Black Corsair** - for PC (AKELLA)

Telecom – Digital Identity (Nov 00 – Mar 03) VR & Streaming, Tech Research & Development Tasks:

- Software and SDKs work (java, Real Technologies, PHP)
- Image processing and 3D mapping
- UI Design
- Streaming Live system development (ISDN to Cable connections)
- Project Design **Productions:**
- **San Babila** - PC 3D Conference system (Government and TV usage)
- **FastCoder** - encoding and streaming for PC (Telecom and Digital Identity)

Ubisoft (Sept 99 – Oct 00) Game

Designer Tasks:

- Game Design Document
- Usage of Tools for tweaking
- UI Design
- Scripting with Internal Engines **Productions:**
- Rayman Arena - for PS2
- Formula 1 Racing Championship - for Game Boy Color
- Rayman GBC for Game Boy Color
- Donald Duck Operation Quack – for Game Boy Color

Virtual System (Oct 98 – May 99) Cofounder,

Level Designer Tasks:

- Level Design
- Level creation
- GPP scripting **Productions:**
- Duke Nukem 3D – Commercial Star Trek total conversion – for Renault Multiplayer Events **EDUCATION**

- **C# Game Development Teacher (Mar 2013–Present)**
Salerno Videogame Development **University** (IUDAV), Salerno (Italy)

- **Software Evangelist (2001 - 2003)**
Virtools Evangelist for Italy (Pico Srl)

LANGUAGES

Italian: Native

English: Fluent

HOBBIES AND INTERESTS

Videogames, I play them extensively and enjoy looking and studying them.

I love swimming and martial arts.

I watch many TV series. My preferred are Game of Thrones, Doctor Who.

I am constantly studying and working on personal projects.

Other than this I love summer and holidays in sunny places.

I have a wife and a kid, and we enjoy our time together with walks and simply activities.