

DANIELE OLIVIERI

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www.daniel4d.com

PERSONAL PROFILE

I am a professional, good problem solver and a versatile Digital Artist with 9 years of experience working as web/software developer and, now I am following my real passion in the Creative Sector. My experience in London as modeller and rigger helped to improve my 3D skills and knowledge. Now I am working as Unity3D developer, combining my developing and modelling skills. 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; SourceTree / Git / BitBucket.

Unity3D: AR Vuforia, VR Oculus/Daydream, Hololens, Kinect, Tango Project, Structure, Leap Motion, MindWave, OptiTrack.

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

Unity3D Developer - Freelance - London - (Since April 2017) daniel4d.com/jobs

- Quander.io; Developing interactive experiences (VR, Win, iOS) daniel4d.com/quander
- [Mammoth Graphics](http://MammothGraphics.com); Developing a 3D multi-platform application
- [Gazelli Art Gallery](http://GazelliArtGallery.com); Rendering 360 video of a simulated art experience
- Whitecoat.tv; 360 Video VR experience
- Mbryonic.com; Developing an interactive VR experience

Unity3D Developer & 3D Modeller - FatUnicorn (www.fatunicorn.com) - London (Aug '15 – Mar '17)

Developing 2D and 3D interactive experiences. Oculus Rift/VR/Cardboard, Hololens, iOS and Android Unity3D apps. Kinect and Vuforia. daniel4d.com/fat-unicorn

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)

- PHMStudios.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](http://AppStore)

3D Digital Artist - Aurasma, an HP company (www.aurasma.com) - 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 career 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.