

PERSONAL INFORMATION

Davide Di Giannantonio Potente



 46 Corso Bisalta, Boves (Cuneo) 12012 - Italy

 +39 333 65 23 541

 lordsme@yahoo.com

 <http://www.davidedigiannantonio.com/>

Sex Male | Date of birth 30/06/1982 | Nationality Italian

WORK EXPERIENCE

From September 2014

3D Artist Freelance

- Create 3D contents for game cinematics, real-time applications, VFX

Business or sector Digital creativity, virtual reality and 3D services

From February 2014

3D Supervisor

Illogic S.r.l. - The creativity Lab

- Supervision of 3D computer graphics projects
- Software development for 3D and virtual reality suites
- Project conceiving & management

Business or sector Digital creativity, virtual reality and 3D services

From January 2013 to February 2014

3D Supervisor

Virtual Reality & Multimedia Park S.p.A.

- Supervision of 3D computer graphics content creation
- Software development for 3D and virtual reality suites
- Project management

Business or sector Digital creativity, virtual reality and 3D services

From April 2009 to December 2012

3D Software Developer, Technical Artist

Virtual Reality & Multimedia Park S.p.A.

- Supervision of 3D computer graphics projects
- Software development for 3D and virtual reality suites
- Teaching CG courses (Maya Scripting, Real-time 3D)

Business or sector Digital creativity, virtual reality and 3D services

From September 2007 to January 2008

Software Developer

Politecnico di Torino – Dipartimento di Progettazione Architettonica e Design Industriale

- Research & Development of 3D related ontologies

Business or sector Research

From november 2006 to March 2007

Software Developer

Virtual Reality & Multimedia Park S.p.A.

- Research & Development of 3D and virtual reality suites

Business or sector Digital creativity, virtual reality and 3D services

EDUCATION AND TRAINING

From 2001 to 2007

Bachelor's degree in Information Technologies

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Università degli studi di Torino – Dipartimento di Informatica

- Software design and development
- Logics and Mathematics

From 1996 to 2001

Certificate of Accountancy

4

Istituto Tecnico Commerciale "F. A. Bonelli" di Cuneo

- Accountancy, Information technologies, Mathematics

PERSONAL SKILLS

Mother tongue(s)

Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	A	A	A	A	B
French	B	A	B	B	B

Levels: A1/2: Basic user - B1/2: Independent user - C1/2 Proficient user
Common European Framework of Reference for Languages

Communication skills

- good communication skills gained through my experience as 3D supervisor and project manager

Organisational / managerial skills

- leadership (has been responsible for a different teams, up to ~8 people)
- strong self organisation to meet deadlines and aims

Job-related skills

- Design, innovate, supervise and push 3D productions
- Organize and coordinate teams to pursue deadlines and artistic goals. Anticipate and solve problems.
- Teach CG skills and train CG professionals.
- Design and develop production pipelines, tools for 3D artists, shaders.
- Create 3D/CG contents and applications.

Computer skills

- Programming Languages: C++ Python C# Java Mel
- Shading Languages: Cg HLSL GLSL
- Revision Control Systems: Perforce, SVN, Git
- Misc Libraries: Java Swing, Processing, OpenAL
- Programming IDEs: Eclipse, Visual Studio, Notepad++
- Real-time 3D Engines: Unity, MESH, OGRE, OSG
- Offline 3D Renderers: Octane, V-Ray
- 3D Software: Maya, WorldMachine, MARI, 3ds Max
- 2D Software: Photoshop, Lightroom
- Post Production Software: AfterEffects, Premiere
- Other Software: HDRLightStudio, CrazyBump, FXComposer, dDo, nDo

Other skills

Digital Photography (Timelapses, HDR),
traditional drawing, medieval music

Driving licence

- B

ADDITIONAL INFORMATION



Publications

- **Image of the month**, 3D Artist magazine 73, Image Publishing
- **"MESH – Mise en scène Helper"**, V. Lombardo, F. Nunnari, D. Di Giannantonio, J. Landi, P. Armao, F. Confaloni, S. May - Virtual Reality & Multi Media Park Spa, Joint VR Conference of euroVR and EGVE, 2011, pp. 27–32
- **"Generating Urban Morphologies from Ontologies"**, L. Caneparo, M. Collo, D. Di Giannantonio, V. Lombardo, A. Montuori, S. Pensa, Conceptual Models for Urban Practitioners, Società Editrice Esculapio (ITA)

Projects

- **Halo 2 Anniversary cinematics** – Blur Studio – Vehicle and Prop Artist
- **VRMMP Pipeline** - a state-of-the-art production pipeline for 3d and multimedia projects - Technical Leader
- **LavoroInteractive** - IoLavoro Web Virtual Fairs - interactive 3d web job fair - 3D Supervisor, Technical Leader
- **SMAT Acquedotto della Val di Susa** - unannounced campaign video - CG Supervisor
- **ScopriAlpi** - 3D video for the museum installation - CG Supervisor
- **Museo del Forte e delle Fortificazioni Alpine** - Bard Fortress exhibition, Valle d'Aosta - CG Supervisor
- **Bertone ETR1000 Virtual Mockup** - Next-gen high speed train interiors interactive visualization for Bertone Stile - Tech Artist, 3D Supervisor
- **FraMESHift** - Interactive, experimental dance theatre work, Teatro A Corte festival - CG Supervisor
- **Turin Before the City** - Museo Torino installation at Palazzo Madama - Production Designer, CG Supervisor, Environment Artist
- **MESH (Mise-en-scène Helper)** - software platform for authoring situated environments in computer graphics - Software Developer
- **Virtual TRM** - Turin incinerator interactive visualization for TRM - Tech Artist, 3D Supervisor
- **Fare gli Italiani** - Turin 150 Exhibit Previsualization Video - Tech Artist, CG Supervisor
- **Futuro Anteriore** - Turin 150 Exhibit Previsualization Video - Tech Artist, CG Supervisor
- **ATLAS** - Automatic Translation into Sign Language - Software Developer, Tech Artist

Conferences

- **MESH: an open source previsualization software** - View Conference 2011, Turin

ANNEXES