# Luca Zanconi

## Software Developer

Born in Surabaya, Indonesia
27th of February, 1981
Via Demora 3, 10088, Volpiano (TO),
Italy
**+39 346 3250725**
**mistwork@gmail.com**

### LINKS

**Website**
**GitHub**
**LinkedIn**

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- **10 years** of experience in developing 3D desktop and mobile applications, from gaming to museum installations (C++/OpenGL, Unity/C#, Android, Cg shaders, GLSL shaders)
- **10 years** of experience in modeling/rendering (Maya, Blender)
- **6 years** of experience in Unity game engine

## PROFESSIONAL EXPERIENCE

**2013 - Ongoing**
**Technical artist at TODO.**
Focused in 3D technologies for the development of interactive 3D applications (games and exhibits).
Management of the entire working pipeline, from 3D assets creation to application development.

**Key areas of work:**
- Design and development of 3D applications (native and web app)
- Modeling and rendering
- Design and development of mobile AR (Unity/ARjs)

**Noteworthy projects:**
- **Seat Cupra Kinetic Wall** (development of a 3D simulator to test, preview and control a kinetic wall)
- **Peugeot / Jova Beach Party** (development of a video game that accompanied the entire Jovanotti's Jova Beach Party tour)
- **Ferrero Digital Lab** (development of an AR mobile application)
- **Expo 2015 / Enel Pavilion** (development of a 3D simulator to test, preview and control "Bosco di Luce" physical installation)
- **Infocamere AR R & D** (development of augmented reality mobile prototypes)
- **Enel Formula E** (development of a 3D web app to present Enel Formula E racing team)
- **Egizio 2015** (control software of a robotic arm )
- **Chinagram** (development of an iPad app to learn chinese ideograms)
- **Ariston Hotpoint 2014** (modeling and animation for Ariston pavilion videos during Salone del mobile 2014)

**2012**
C++ and Java developer at **Virtual Reality & Multimedia Park**.
Development of the internal 3D engine and development tools.

**2010**
C++ developer at **AVL**.
Development of desktop applications to control car engine test equipment.

**2009**
C++ and Managed C++ developer at **SPEA**.
Development of desktop applications to control electronic test equipment.

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**EDUCATION**

- Bachelor course in Education Sciences, University of Turin
- Diploma in information technology, ITIS Pininfarina, Moncalieri (TO)

**LANGUAGE SKILLS**

- Italian: native language
- Inglese: **C2**

**TECHNICAL SKILLS**

- Development of games and applications in Unity Game Engine (C#)
- Development of Cg custom shaders (Maya, Unity)
- Development of GLSL custom shaders (desktop/mobile and web applications)
- Development of mobile AR and VR application in Unity using Vuforia/Google AR Core SDK (AR) and Google VR SDK (VR)
- Development of native 3D desktop applications (C++/OpenGL 4.4)
- Development of native Android 3D applications (Java/OpenGL ES 2.0)
- Modeling, UV mapping and rendering in Maya and Blender
- Development of 3D web app using ThreeJS framework
- Knowledge of Git repository management tool
- Knowledge of Windows, Linux and Mac OS operating system