



## Curriculum vitae

### Personal Information

**NAME** Tobia Gianni  
**ADDRESS** Via Giuseppe Piazzi, 12, 10129, Torino (TO)  
**TEL** +39 333 832 0430  
**EMAIL** gianitobia@gmail.com

**NATIONALITY** Italian  
**DATE OF BIRTH** 09.03.1989  
**GENDER** Male

**DESIRED POSITION** Software engineer

**Work Experience** 31/12/2015 - present  
**DATES** Lead Unity3D programmer  
**POSITION** MixedBag Srl, Torino (Italia)  
**EMPLOYER / ADDRESS** Specialised on the following arguments:  
**RESPONSIBILITIES**

- development of multiplatform code for game console like Sony PlayStation 4, Sony PlayStation Vita, Microsoft Xbox One, Nintendo Switch,
- take care of the whole submission procedure of a game for console store,
- make code with strong use of math and physics.

#### **Titles in progress:**

TBA: 1 title not announced yet (Sony Playstation 4, Sony PlayStation Vita and Nintendo Switch)

TBA: "**GeminiX**" (Sony Playstation 4, Nintendo Switch)

#### **Titles released:**

2018/07: "**The Wardrobe**" (Sony Playstation 4, Nintendo Switch) game created by C.I.N.I.C.Games

2018/08: "**Detective Gallo**" (Sony Playstation 4, Nintendo Switch and iOS) game created by Footprints Games



## Curriculum vitae

2018/05: "**Atomine**" (Sony Playstation 4, Microsoft Xbox One, Nintendo Switch) game created by Broken Arms Games

2018/6: "**Waking Violet**" (Sony Playstation 4, Sony Playstation Vita, Nintendo Switch, Steam) game created by Marco Mastropaolo

2017/08: "**Blue Angels**" (Sony Playstation 4, Microsoft Xbox One, Steam) game created by Rortos

2017/08: "**Still Time**" (Sony Playstation 4, Sony Playstation Vita)

2017/05: "**forma.8 GO**" (iOS, tvOS, Android)

2017/02: "**forma.8**" (Sony Playstation 4, Sony Playstation Vita, Microsoft Xbox One, Nintendo Wii U, Steam, Nintendo Switch, Facebook Gameroom)

2016/11: "**Wheels of Aurelia**" (Sony Playstation 4, Microsoft Xbox One, Nintendo Switch)

2016/05: "**Futuridium EP Deluxe**" (Steam, Nintendo Wii U, Apple TV, Nintendo New 3DS)

<b>DATES</b>	03/2015 - 11/2015
<b>POSITION</b>	Thesis internship
<b>EMPLOYER / ADDRESS</b>	MixedBag Srl, Torino (Italia)
<b>RESPONSIBILITIES</b>	Development of final thesis for my Master Degree in Computer Science. The topic of the thesis is about "Fluid animation target driven". The thesis was designed to be released on home console, so the development has included many testings on Sony PlayStation 4 and this experience increased my knowledge on this platform and its SDK.

<b>DATES</b>	01/05/2013 - 30/06/2013
<b>POSITION</b>	Part-time worker
<b>EMPLOYER / ADDRESS</b>	Università degli Studi di Torino, Torino (Italy)
<b>RESPONSIBILITIES</b>	WebMaster for the website <a href="http://www.studyintorino.it">www.studyintorino.it</a> .

<b>DATES</b>	20/10/2012 - 31/01/2013
--------------	-------------------------

**POSITION** Android developer  
**EMPLOYER / ADDRESS** Mutabilis Srl, Roma (Italy)  
**RESPONSIBILITIES** Development of 3 apps for android.

**DATES** 01/10/2012 - 10/02/2013  
**POSITION** Assistant professor  
**EMPLOYER / ADDRESS** Università degli Studi di Roma "Tor Vergata", Roma (Italy)  
**RESPONSIBILITIES** Assistant during first semester of the course Programming in Java and graphics in the Bachelor Degree in Science and Technology for the Media.

## Education and Training

**DATES** October 2012 - December 2015  
**QUALIFICATION AWARDED** Master Degree in Computer Science  
**PRINCIPAL STUDIES** Computer science, virtual reality and multimedia  
**INSTITUTION** Università degli Studi di Torino  
**GRADE** Magna cum laude

**DATES** October 2008 - June 2012  
**QUALIFICATION AWARDED** Bachelor Degree in Science and Technology for the Media  
**PRINCIPAL STUDIES** Applied mathematics  
**INSTITUTION** Università degli studi di Roma "Tor Vergata", Roma (Italy)