



Curriculum vitae

Personal Information

NAME Tobia Gianni
ADDRESS Via Giuseppe Piazzi, 12, 10129, Torino (TO)
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NATIONALITY Italian
DATE OF BIRTH 09.03.1989
GENDER Male

DESIRED POSITION Gameplay programmer or physics programmer

Work Experience

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

- 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
- make code with strong use of math and physics

Titles in progress:

TBA: 1 title not announced yet (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) game created by Footprints Games



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

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

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)

DATES	03/2015 - 11/2015
POSITION	Thesis internship
EMPLOYER / ADDRESS	MixedBag Srl, Torino (Italia)
RESPONSIBILITIES	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.
DATES	01/05/2013 - 30/06/2013
POSITION	Part-time worker
EMPLOYER / ADDRESS	Università degli Studi di Torino, Torino (Italy)
RESPONSIBILITIES	WebMaster for the website www.studyintorino.it .

DATES 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 Ottobre 2008 - Giugno 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)