

DANIELE FRANCESCHINI

GAME DEVELOPER

PORTFOLIO: www.daniele-franceschini.com

@ daniele.franceschini@live.it

in [linkedin.com/in/daniele-franceschini](https://www.linkedin.com/in/daniele-franceschini)

🔗 <https://github.com/DarkTiger>



Highly passionate game developer, with 8+ years of Unity Engine professional experience.

I have developed games & interactive experiences across multiple platforms, handling the full creative process.

EXPERIENCES

- VR Developer

Coderblock

📅 May 2024 - May 2026

📍 remote, IT

- Principal Game Developer

Mad Pumpkins

📅 Jan 2022 - Apr 2024

📍 remote, IT

- Lead VR Developer

Digital Mosaik

📅 Sept 2019 - Jan 2022

📍 Trento/remote, IT

- Game Developer

Gamera Interactive

📅 May 2018 - Dec 2018

📍 Padova, IT

- VR Game Developer

AnotheReality

📅 July 2017 - Sept 2017

📍 Milano, IT

- Software Engineer

Ready Solutions

📅 June 2013 - June 2015

📍 Trento, IT

- Founder & Developer

DarkTiger Developments

📅 2002 - NOW

📍 Trento, IT

MY SELF-PUBLISHED GAMES



[STEAM] DvDrum, Ultimate Drum Simulator!

Fourth release of my drum simulator serie, DvDrum

EDUCATION

- Self Games Development

DarkTiger Developments

📅 2004 - NOW

📍 daniele-franceschini.com

- Udey Courses: Unity, Unreal, Blender

Udey: Online Courses

📅 June 2018 - 2023

📍 Udey.com

- Game Programmer

Digital Bros Game Academy

📅 Apr 2017 - May 2018

📍 Milano, IT

- Information Technology

Technical & Technological Institute G.Marconi

📅 Sept 2012 - June 2016

📍 Rovereto, IT

- Autodesk 3Ds Max, Autocad, Revit course

Kantea

📅 Sept 2011 - June 2012

📍 Trento, IT

SOFT SKILL

Teamwork

Passion-Driven Work Ethic

Initiative & Proactivity

Positive & Playful Attitude

Creative Problem Solving

Eager to Learn

Sense for Quality User Experiences

Understanding of Design & Art Pipelines

Independent & Self-Driven

Passionate Gamer

HARD SKILLS

Unity Engine

C#

Procedural Generations

Level Design

Lighting

Materials

UI Design

Audio

Animation

AI

VR

UX Design

Shaders

VFX

Multiplayer

Game Balancing

Game Design

URP

Optimization

Fast Prototyping

Steam & Steamworks SDK

Full Game Development & Release

LANGUAGES

Italian

English



OTHER EXPERIENCES



Global Game Jams 2018/19/20/23/24/25/26

Torino, Firenze, Milano, Trento



Castle Game Jam 2024/25

Game Ground, Castel Mareccio, Bolzano



Cinecittà Game Hub 2022

Cinecittà Studios, Roma



Digital Bros Game Jam 2018

Digital Bros Game Academy, Milano

PASSIONS & INTERESTS



Gaming

I love playing & learning from videogames



Tech Science

I enjoy staying updated on new technologies



Music

I love listening to and playing rock & metal music



Nature

I enjoy exploring & spending time in nature