

# DANIELE FRANCESCHINI

## GAME DEVELOPER

PORTFOLIO: [www.daniele-franceschini.com](http://www.daniele-franceschini.com)

@ [daniele.franceschini@live.it](mailto: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 and experiences for pc, vr, mobile and web by taking care of all aspects of creative development.

## EXPERIENCES

### - VR Developer

#### Coderblock

📅 May 2024 - NOW

📍 remote, IT

### - Lead 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

### - Game Developer

#### DarkTiger Developments

📅 2004 - 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](http://www.daniele-franceschini.com)

### - Udemy Courses: Unity, Unreal, Blender

#### Udemy: Online Courses

📅 June 2018 - 2023

📍 Udemy.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 SKILLS

Team Working

Spirit of Initiative

Independent

Passion-Based Working

Positive & Playful

Creative Problem Solving

Eager to Learn

Sense for UX Quality

Gaming Pipeline

Art 3D Pipeline

Experienced & Passionate Gamer

## HARD SKILLS

Unity 3D

C#

Procedural Levels

Level Design

Lighting

Materials

UI

Audio

Animation

AI

VR

UX Design

Shaders

Particles

Multiplayer

Cinematics

Balancing

Design

URP

Optimization

Fast Prototyping

Visual Effects

Steam / Steamworks SDK management

Full Game Development and 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 to play & to learn from games



### Tech Science

I like keeping me updated about tech



### Music

I am fond of playing rock & metal music



### Nature

I love exploring & living the nature