

# DANIELE FRANCESCHINI

## GAME DEVELOPER

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

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<https://github.com/DarkTiger>



Highly passionate game developer, currently focused on Unity Engine.

I have developed games for pc, vr, mobile and web by taking care of all aspects of creative development.

## EXPERIENCES

- Game 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 Game Developments

### DarkTiger Developments

📅 2002 - 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

Passion-Based Working

Eager to Learn

Creative Problem Solving

Independent

Game Development Pipeline Knowledge

Sense for Quality Gaming Experience

Positive & Playful

Art 3D Pipeline Knowledge

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

Optimization

Fast Prototyping

Steamworks

Full Game Development

Blender

Basic 3D Art: Modeling, Sculpting, Texturing, Rendering

## LANGUAGES

Italian

English



## OTHER EXPERIENCES



Cinecittà Game Hub 2022

Cinecittà Studios, Roma



Global Game Jams 2018/19/20/22/23/24

Firenze (S.I. Comics), Milano (Polimi, Event Horizon), Trento (Artigianelli)



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