



Davide Dell'Aria

Game Developer

SOCIAL MEDIA



[HTTPS://ARTSTATION.COM/HIIGARTH](https://artstation.com/hiigarth)



[HTTPS://GITHUB.COM/HIIGARTH](https://github.com/hiigarth)



[HTTPS://LINKEDIN.COM/IN/HIIGARTH](https://linkedin.com/in/hiigarth)



[HTTPS://DAVIDEELLARIA.COM](https://davidedellaria.com)

CONTACT



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CERTIFICATIONS



VR DEVELOPMENT UNITY



C# TUTORIAL



BLENDER BASIC



HTML FUNDAMENTALS



CSS FUNDAMENTALS



JAVASCRIPT TUTORIAL



CISCO: CCNA Discovery



CISCO: IT Essentials

PROJECTS EXPERIENCE

VR Maze in Unity 3D

https://github.com/Hiigarth/VR_A-Maze

- I have developed a fully interactive VR experience in the form of a maze.
- I have learned how to create new C# scripts in Unity and how to script dynamic UI Objects.
- I have expanded my skills in creating, moving and animating objects procedurally and profiling scenes for performance.

Viking-themed Video Game in Unity 3D

<https://www.artstation.com/artwork/2xLXke>

- With this project, I have distinguished myself at the graduation obtaining the maximum grade.
- I have increased my modeling and animation skills in Blender 3D, and also expanded Unity 3D and C# skills.
- I enriched my knowledge in the development of video games, from modeling to animation and scripting.

Pac Man in Processing

<https://github.com/Hiigarth/PacMan-Processing>

- Expanded my knowledge of programming languages with Processing.
- The game is a variant of the original, it includes personalized points and enemies system.
- I have reached the maximum grade with honors.

EDUCATION

Udacity Nanodegree

in VR Software Development in Unity 3D

- Learned how to make VR experience more dynamic and responsive to users.
- Improved C# and unity 3d skills.
- I have built a VR Maze using Unity & the Google VR SDK.
I have developed skills in 2D and 3D UI, waypoint navigation, procedural animation, interactive objects, spatial audio, particle effects, and data persistence.

Bachelor's Degree

in Technological Arts

- I had worked on various projects in team and alone, such as the design and development of several short films and video clips, digital animations, photographic projects and video games.
- Improved organization and time management skills.
- Subject included: Web Design, Digital Animation Techniques, Computer Vision, Interactive System, Digital Applications for Visual Arts, Digital Cultures, History and Theory of Videogames.

High School Diploma

in Head Technician IT Expert

- During the fourth year, I was among the best thirty alumni of the school, having the opportunity to participate in a one-month internship in a Milanese company
- Improved teamwork skill.
- Subject: Electronic, Theory and practice of programming, OS and networks.

SKILLS

Unity 3D



C#



Blender 3D



ZBrush



Unreal Engine



VR



HTML/CSS



Javascript

