



# Samuele Cigardi

Unity Developer

📍 Erba(CO), 22036 - Italy

## Details

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## DATE/PLACE OF BIRTH

10 December 1991  
Italy

## NATIONALITY

Italian

## AVAILABILITY

Available to move immediately

## 👤 Profile

Curious, open minded, maker, developer and blow-things-up pro. I've always been fascinated by how things work and how stuff is made. That's why I tend to create things from scratch, both manually and with softwares. By doing this, I'll never get bored. Problem solving is what made me learn what I know so far and what drives me learning more and improving every day. Technology, XR and games mixed together are my passion and my biggest weakness, cause I always end up spending everything in every kind of new gadget or gear to use it and spoil it as much as I can. This is what I love doing and turning it into work is what makes my job pure fun!

## 🎓 Education

### ***Computer Graphics Master***

After the Media Design course I understood that what I wanted to do in my my life are interactive things, from games to interactive installations. But when I started working a limit for me was that I really don't know enough how the 3D Computer Graphics works, and I really needed to do something about it. This is why I choosed to do this very intensive ComputerGraphics course, at the end of it everything about it was extremely clear.

[Bigrock | 2014 - 2015.](#)

### ***Unity Intro Course***

During the Media Design University, I decided with some other classmates to do a Game for the Thesis, and that game had to be in 3D, I tried using Unity before, but I was completely unexperienced and this software was a completely different world compared to the other software i was using before, so we decided to attend this course, was an incredible period, after that I completely felt in love with this software.

[Bigrock | 2012.](#)

### ***Media Design University***

This is where my life really started, or better where I understood that my passion could be a work, at the end of the Language School I really wanted to do something that I'm really interested in, so looking around, after starting a short period studying electronic engineering, I saw this university, that merges together both creative and technical knowledge, so I decided to change, here in 3 years I learnt many things, from the cinema to electronics, videogames, music and art.

[Naba | 2011 - 2013.](#)

### ***Language School***

This is the first school I could choice, I really think that it wasn't a good choice for me, but at the same time the things I learnt here were absolutely extremely useful, here I learned 3 languages: English, French and Spanish, besides all the others classical italian high school subjects.

[Collegio Gallio | 2005 - 2010.](#)

## 📁 Experience

### ***Lead Unity Developer***

In this period I worked as Lead Unity Developer in a small game development studio called Orwell (Milan). In this project I developed many of the core features of the game and I supervised the tech team.

[Orwell - Virtual Soccer Zone Game | March 2018 - July 2018.](#)

## 🌐 Social & Website

[Website](#)

[Linkedin](#)

[Facebook](#)

### ***Mobile Game Unity Developer***

In this short period I worked as freelance developing a mobile game for Valextra, a luxury bags brand from Milan. I was the only Unity Developer on this project, and I also supervised all the Art and Design team.

[Valextra SPA | October 2017 - December 2017.](#)

### ***Unity VR Developer/Interaction Designer***

Freelance - In this period I developed the Software and the Hardware for the first VR waterslide in the world. I also developed together with the Bigrock R&D team a pipeline for rendering the contents using Unity. I did this using Unity and Arduino.

[Aqualandia - Jesolo | January 2017 - July 2017.](#)

### ***Unity/Interaction Design Workshop Teacher***

Freelance - Here I taught in a workshop how to build a robot with Unity as mind. Here I used Unity and Arduino.

[Naba | July 2017.](#)

### ***Unity Developer/Interaction Designer***

Freelance - In this period I developed 3 interactive installations for the Cinecittá Museum using Unity.

[Cinecittá Museum | April 2016 - June 2017.](#)

### ***Unity University Teacher***

In this two years I started working as Unity Teacher in Naba Milan.

[Naba | March 2015 - March 2016.](#)

### ***VR R&D Technical Supervisor***

In this years I also worked as Technical Supervisor for the VR and Interactive project in the Bigrock's Research and Development Team.

[Bigrock | March 2015 - January 2018.](#)

### ***VR Technologies Teacher***

In this period I started working for a school called Bigrock and together we founded the first Master in Virtual Reality. Here I taught Unity, Maya and Unreal Engine.

[Bigrock | March 2015 - January 2018.](#)

### ***AR Developer/Unity Developer***

Freelance - In this period I worked on 2 AR Installations on Unesco World Heritage museum in Switzerland. I did this using Unity.

[Unesco Switzerland | January 2016 - November 2016.](#)

### ***Research and Development***

Developing hardware and software for a lowcost cable-cam. Here I created a remote controlled Moving Head, based on a Gimbal electronics and a motorized system for the cable movement. In this work I used Arduino and an Alexmos based Board.

[Moovie | February 2015 - April 2015.](#)

### ***Repairer / R&D***

Here I worked with 3D printers, I worked as Repairer and I worked on the development of a cheap 3D Printer that was sold in pieces in a famous magazine.

[Sharebot SRL | September 2014 - February 2015.](#)

### ***Unity Developer***

Freelance - During this period I worked on creating interactive installations using Unity during the OpenDay's of the school.

[Naba | May 2014 - August 2014.](#)

### ***Videomaker***

Freelance - In this period I worked as videomaker in a project called School of Rec for RollingStone.

[RollingStone Italian Website | September 2013 - April 2014.](#)

### ***Interaction Designer***

Freelance - Here I helped developing a software for managing the Video Mapping and a System for the visuals that interacts with the live video streaming on the Main Stage, I also worked on a very cheap camera moving head for the crane, that helped the videomakers team to get cool shots for the aftermovie.

[Nameless Music Festival | June 2013.](#)

### Web Developer

Freelance - In this period I worked as Web Developer in a project where people can create online their personal Video CV, this project was developed using Html5, PHP, CSS3 and Javascript to Manage the automation pipeline based on After Effects.

[Nclp | March 2013 - August 2014.](#)

### Interaction Designer

Freelance - In this period I developed together with the Otolab team an Interactive Installation called Rotoscope. I worked with MaxMsp and Processing.

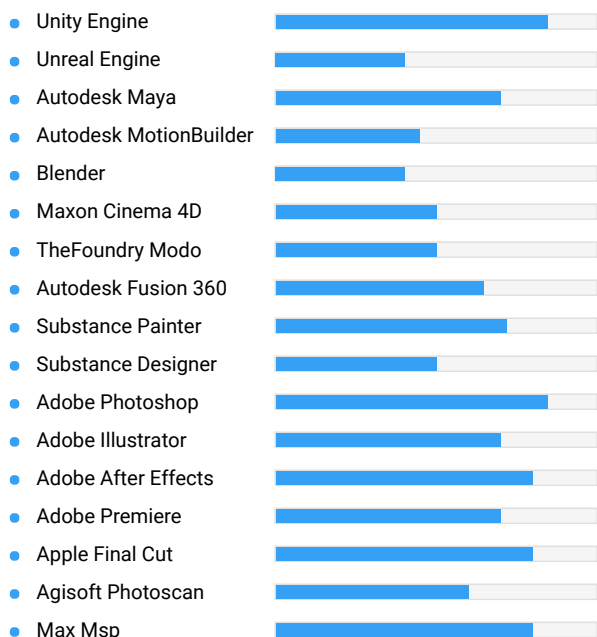
[Otolab | June 2013 - July 2013.](#)

### Game Developer

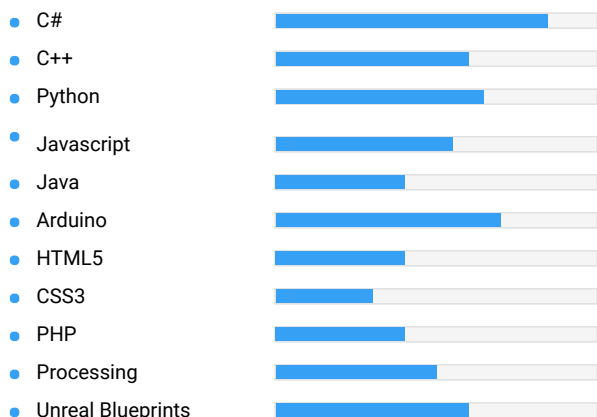
Freelance - In this period I Developed 6 Mini 2D Games for the Nestlé Food Coaching Website. That games were developed in Adobe Flash and unfortunately it's not online anymore.

[Nestlé - FoodCoaching | March 2012 - September 2012.](#)

## 🗄 Software Skills



## 🔗 Coding Skills



## >\_ OS Skills

