![europass logo] Curriculum vitae

PERSONAL INFORMATION

Mario Alvise Di Bernardo

- via del Milliario 19, 40133 Bologna (Italy)
- (+39) 3386250542
- mario.diber@gmail.com
- http://www.madiber.it https://www.linkedin.com/in/madiber/?locale=en_US
- Skype ma.diber

Sex Male | Date of birth 25/02/1989 | Nationality Italian

WORK EXPERIENCE

12/2017–Present

Unity Lead Developer - 3D Generalist - R&D
Itimere - La Macchina del Tempo, Bologna (Italy)
http://www.lamacchinadeltempo.eu

Development of Virtual Reality experiences based on historical reconstruction of the medieval Bologna.

My contribution to the team: Software engineering, Team Management, Unity 3D, VR, 3D modelling&animation, Motion Capture.

Main partners: Acer, Studio Evil.

Business or sector Arts, entertainment and recreation

01/2016–12/2017

Software Engineer
Funky Bots
http://funkybots.com

Proudly working on next generation body motion gaming devices, wearables created by movement junkies (world champ street dancers, martial artists, pro athletes and tricksters). Project link.

My contribution to the team: Software engineering, Unity 3D, AR, Gesture Recognition Systems, 3D modelling&animation, Motion Capture, 3d printing.

Main partners: Alcatel One Touch, Intel, Techno Gym.

Business or sector Arts, entertainment and recreation

08/2014–Present

IT Consultant, Social Media Manager, Webmaster
Fondazione Carlo Gajani, Bologna (Italy)
http://www.fondazionecarlogajani.it/it/

Managing, updating and maintenance of official site and social pages, computer related troubleshooting.

Business or sector Arts, entertainment and recreation

04/2016–11/2016

Tutor for the Programming 2 class
Università degli studi di Catania, Catania (Italy)

Mentoring students in carrying out exercises using the C++ programming language.

Business or sector Education

03/2012–2014

Freelancer Developer
Idea for Web, Catania (Italy)

Software and web development.

Java, Wordpress, PHP, SQL.

03/2013–06/2013	**Tutor for the Computer Graphics class**

Academy of Fine Arts, Catania (Italy)

Mentoring students in carrying out projects using Computer Graphics programs.

Business or sector Education

EDUCATION AND TRAINING

2014–Present	**Master's degree in Data analysis and Multimedia**	EQF level 7

Università degli Studi di Catania, Dipartimento di Matematica e Informatica, Catania (Italy)

Data Analysis, Computer Vision, Pattern Recognition, Social Media Management, Multimedia, A. I.

2007–2014	**Bachelor's degree in Computer Science**	EQF level 6

Università degli Studi di Catania, Dipartimento di Matematica e Informatica, Catania (Italy)

Thesis in Computer Graphics and Gesture Recognition entitled "LIE (Leap Image Editor): a gestural editor for digital images".

The project LIE (Leap Image Editor) stems from the desire to explore the possibilities offered by the latest technology in the field of human-machine interaction, with a particular emphasis on spatial interfaces and gesture recognition. LIE is the prototype of a gesture editor for digital images that exploits Leap Motion as control system

Video on youtube.

11/2013–01/2014	**Certificate of participation, workshop "Introduction to the 3d graphics special effects with software Blender 3D", n. ore 100**

Università degli Studi di Catania, Accademia di Belle Arti di Catania, Catania (Italy)

Camera tracking, 3d reconstruction, digital compositing.

Youtube video.

2002–2007	**Scientific Maturity**	EQF level 4

Liceo Scient. Stat. "Ettore Majorana", Caltagirone (Italy)

Science, humanities and arts.

PERSONAL SKILLS

Mother tongue(s)	Italian

Foreign language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	B2	B2	B2	B2	B2

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user
Common European Framework of Reference for Languages

Communication skills — Good communication skills gained by working in international teams with people from different parts of the world and also attending meetings, presenting seminars and playing the guitar in a band.

Organisational / managerial skills — Good experience in project management and group working acquired completing projects in

partnership with other Computing experts and also with people with a completely different background, such as Graphic Designers, Musicians, Visual Artists, Dancers, Martial Artists.

Job-related skills

I love learning new things (algorithms, tools, languages ...), play with them and use them to overcome new challenges.

Development: Unity 3D, C#, VR, AR, Matlab, Gesture Recognition

Devices: Leap Motion, Intel Curie, HTC Vive, Mixed Reality, Oculus GO, IOS, Android, Moverio BT-200, Perception Neuron

3D modelling, rigging, animation: Blender, iClone, Substance Painter

Mobile Development (IOS, Android): Ionic Framework, Angular

Web: HTML, PHP, SQL, Wordpress, Bootstrap

Digital skills

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Proficient user	Proficient user

Digital skills - Self-assessment grid

- Good skills in the field of educational software, especially for preparing, presenting and sharing slides, examples, exercice, video tutorials, handouts.
- Good skills in video and image editing.
- Proficiency in using different operative systems like Windows, Mac, Android and iOS.
- Good knowledge in hardware, micro controllers (like Arduino) and Embedded Systems acquired while working with some Hardware Engineers.
- Good knowledge of Microsoft Office and Libre Office.

Other skills

Pretty good knowledge of the music, which was acquired by studying classical and electric guitar.

Driving licence

B

ADDITIONAL INFORMATION

Autorizzo il trattamento dei miei dati personali ai sensi del Dlgs 196 del 30 giugno 2003.