GIANLUCA MARTINI

INTERACTION DESIGNER

I am a Designer, Developer and Maker from Rome. I am particularly interested in Web3D such as VR and data visualization.
In my free time I love experimenting with the IOT, wearable devices and I am always looking for new ways to bring my designs to life through digital fabrication.

CONTACT ME

1111 Pine Street, San Francisco, CA

gianluca.martini@me.com

+1 949 813 9614

PORTFOLIO

Gianlucamartini.me

WORK EXPERIENCE

B-REEL / JUN 2015 - SEPT 2015
Creative Developer Intern - Los Angeles, CA:
Worked on multiple VR experiences, involving Unity3D and Web 3D standards such as WebGL.

CUCULUS ROMA / APR 2012 - OCT 2013
Web Designer / Developer - Rome, Italy:
Web Design and Development. Mostly focused on creating web 3D experiences.

EDUCATION

BACHELORS DEGREE / SEP 2012 - CURRENT
Academy of Art University:
Course of Web Design & New Media

SPECIALIZED COURSEWORK / SEP 2011 - MAY 2012
Quasar Design University Rome:
Course of Web Design & Multimedia Interaction

SKILLS & EXPERTISE

SOFTWARE:

ADOBE CREATIVE SUITE - CINEMA 4D - SKETCH UP - MESHLAB
SKETCH - UNITY3D - SIMPLIFY3D - OPENSCAD - GITHUB

DEVELOPMENT:

HTML / CSS - PHP / MYSQL - PROCESSING - C# - LUA
JAVASCRIPT (THREE.JS - NODE.JS - ANGULAR.JS - P5.JS - D3.JS)

PHYSICAL:

IOT - ARDUINO - RASPBERRY PI - OTHER DEV BOARDS
WAREABLE DEVELOPMENT - 3D SCANNING - LASER CUTTING
3D PRINTING TECHNOLOGIES (FDM / FFF, SLA / DLP)