

Tommaso Lintrami

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Overview

I was born in Milan 1973 and I am a videogame enthusiast and programmer since the age of 9, with seventeen years commercial experience. My IT work with projects from a great number of different backgrounds makes me a viable candidate for a wide variety of positions. I specialized in web and software development on different platforms, native Windows applications written in C++ or C# and Mac OS X / iPhone applications written in Objective-C and games with Unity3D in C#. I am a task-destroyer/problem-solver also adept at producing quality sound effects and soundtracks. Knows well Level Building and Level Design, and have a passion for Game Design.

Professional experience

Teacher for the “game design and development” with Unity3D and C# class at the International School of Comics, Florence Nov 2013 – July 2015

Worked on: Teaching a class of ten students the Unity3D engine and C#
Tools Used: Unity3D, MonoDevelop, C#

Making games is hard, but teaching how to make games, especially C# programming for new comers, is even harder. My class was formed by 10 young individuals with a passion for videogames but with zero or very little programming experience. After few months they were able to create new projects from scratch writing their own classes. We experimented the whole game editing and development cycle with Unity and “procedural” programming lessons in C# and advanced Unity3D techniques.

More info:

some of the students works: <https://www.youtube.com/watch?v=G8VKT8ydoYg>

A group formed by my students got the first prize for the best game at PISA Global Game Jam 2015 this January with the game “Find Me”: <http://globalgamejam.org/2015/games/find-me>

iOS Senior Developer Freelance

July 2014 – February 2015

Worked on: Neglect App 2.0 (major update with sqlite support) – medical neurologic test and rehab application for iPad

Tools Used: Unity3D, MonoDevelop, C#

Client: Auxologico Tech Lab, Virtual Reality Research, San Luca Hospital, Milan

I was responsible for the whole development cycle, written the app logic in C# with native SQLite support for storing the medic test reports.

Major update and re-writing of all the game / exercises code, as well as a new approach for the reports storage, with File Sharing support to retrieve the local SQLite database.

More info:

<https://itunes.apple.com/it/app/neglect-app/id788480837?mt=8>

iOS Independent Game Developer

Sept 2009 – Feb 2014

Worked on: **Zaharia RPG** prototype for KickStarter crowd funding
Published: February, 2014
Tools Used: Unity3D, Monodevelop, C#

I was responsible for the whole development cycle, written the game logic in C# for the Unity3D Engine, game and level design, some modeling and texturing, the scripts and screenplay for the story. Additional outsource modelers, texture painters, musicians and 2D artists were also involved in the project. I authored all the sound effects and also took care of the debugging/testing phase coordinating internal and external beta-testers.

More info:

<http://youtu.be/b6ds88WIEIA> (Official Trailer)

<https://www.youtube.com/watch?v=oDym8haWCnl> (User Review)

<https://www.kickstarter.com/projects/199630513/zaharia>

Shipped Title: **Orion Attack** - *Action strategy tower defense game for iPhone,iPod,iPad*
Published: October, 27, 2012
Tools Used: Xcode, Unity3D
Languages: C#, Objective-C
APIs: OpenGL ES, iPhone SDK, GameKit

I was responsible for the whole development cycle, written the game logic in C# with Unity Engine, the game and level design, some modeling and texturing. Additional modelers, texture painters also took part in the project. I also authored all the audio and took care of the debugging and testing phase coordinating internal and external beta-testers. I managed most part of the business, communication, advertising, PR during the development and the marketing phase as well as iTunes Connect editing and management.

More info:

<https://itunes.apple.com/us/app/2012-orion-attack/id550354546?mt=8>

<http://www.orionattack.com/>

<http://youtu.be/goQM9JTguXs> (Official Trailer)

<http://www.youtube.com/watch?v=SWfEpl7G-XQ&hd=1> (Game Play video)

Shipped Title: **Mad O Ball 3D** fast paced rolling game for iPhone,iPod,iPad (Universal)
Published: March, 3 2010
Tools Used: Xcode, Unity3D
Languages: C#, Objective-C
APIs: OpenGL ES, OpenFeint, iPhone SDK

The development of the first version (3 March, 2010) was a six months project, the challenge here was to make a 3D game when the fastest device were the iPod2G and the iPhone3G; with 7000 polygons and 20 draw-calls limit, I struggled for optimization until the fixed 50 frame per second was reached. Mad O Ball 3D has around 652,704 downloads with 845,195 updates plus the demo version with 282.000 downloads and 70.000 updates for a total of almost 1 million downloads.

More info: <http://www.madoball3d.com/>

<http://itunes.apple.com/app/mad-o-ball-3d-fast-paced-rolling/id358777386?mt=8>

<http://www.guardian.co.uk/technology/2010/may/23/new-phone-apps-eurovision-game-review>

Visual C++ Programmer, Studio Azzurro S.r.L.

Oct 2006 – Feb 2009

Project: Neoclide renewal and bug fixes – Software tools – Web applications (PC)
Tools Used: MS Visual C++ 6.0
Languages: C/C++, SVG/XML/ECMAScript/PHP
APIs: Direct3D, DirectShow, HumanGlove and CyberGlove SDK, Softimage3.7

Worked on many multimedia installations, TV show, interactive exhibits, and I was assigned to develop various tools. The most exciting mission was implementing new kind of data gloves and features into Neoclide, an in-house Virtual Character animation software for TV and live shows with a Win32 WYSIWYG editor, which helps you bind the IK bones of the character with many peripherals (such as MIDI controllers, joysticks, data gloves, etc..).

More info:

<https://vimeo.com/61484617>

<http://www.e-tica.it/neoclide.htm>

<http://www.e-tica.it/personaggi.htm>

Audio Programmer, Virtual Identity S.r.L.

Jan 2005 – Sep 2006

Project: The Black Corsair (PS2, PC)
Status: Project Closed
Tools Used: MS Visual C++ 2003, CodeWarrior/GCC, RenderWare, Sony Audio Tools
Languages: C/C++
APIs: DirectSound, RenderWare, SCEE MultiStream library

This project was mainly about cross-platform audio development. I developed the audio system for the PS2 and for the PC version using different API(s): Microsoft DirectSound and Sony MultiStream, wrapped in a single audio manager class, able to compile independently with both platforms to make sounds and music streaming accessible with the same few lines of code. Written using Visual C++ 2003 and CodeWarrior.

Gameplay video

http://www.youtube.com/watch?v=_Kv_4FL4AyM

Programmer, Independent Game Development

2001 – 2002

Client: Idigicon LTD
Shipped Title: Dragan's Quest for PC
Tools Used: Visual C++ 6.0 and 2003, Photoshop, CharacterFX, UltimateUnwrap
APIs: Direct3D 7, FMOD

See low res video:

<http://www.youtube.com/watch?v=p8CXLZTC8J8>

Web Master, Halifax S.p.A / Digital Bros S.p.A.

1998 - 2000

Project: GameOnLine.it multiplayer community website and Quake3/UT ladder
APIs: ASP 2.0 on IIS Server, MS SQL Server

- Designed and developed database by using MS SQL server
- Counter Striker, UT and Quake3 dedicated servers stats parser written in VB
- UT and Quake3 competition ladder

Other projects

Created two plugins for Unity Android 3.x / 4.x, written in Java, on the AssetStore until end of 2015:

- TextToSpeech plugin for UnityAndroid featuring all the AndroidSDK native functionalities
- ForceFeedback vibration plugin for Unity Android featuring all the AndroidSDK native functionalities

Demo app on Google Play:

<https://play.google.com/store/apps/details?id=com.LitobyteSoftworks.VibratorTTSDemo>

Awards

GameProgramming Italia Audio Contest

Mission: Invent and produce the audio soundtrack for a given muted video.

I wrote a storyboard, produced the voice narrator, the radio chats, the music, the sound FX, mixed all together in synch with the given video. Won the first prize, watch video at: <http://www.youtube.com/watch?v=qT4mBdlpnCk>

Technical skills

Programming Languages: C/C++, C#, Java, PHP, X(HT)ML, CSS,ASP.Net,SQL

Operating System: Windows, Linux, OSX

Software Tools: Visual C/C++ 6.0 /.NET 2003 - Metrowerks CodeWarrior - Visual SourceSafe 6.0 - GCC/Makefile - Eclipse - Xcode, Eclipse, Unity3D, UnrealED, RenderWare 3.7, Ultra Edit - Hex Workshop32 - RegEdit – SQL – Git - SVN

Libraries / APIs Used: OpenGL - DirectX

Hardware: Good knowledge of enhanced hardware devices and computer hardware, arduino, custom sensors, custom hardware, home automation.

Books: Practical C++ [S.Donovan] – Game Development Essentials: Game Audio Development [A.Marks – J.Novak] – AI Game Engine Programming [B.Schwab]

Spoken Languages

Italian: Mother language

English: Very good

German/Spanish: entry level

Other Skills

Strong interpersonal and communications

Good presentation and organization

Problem solving

Teaching and Team Leading

Hobby and Interests

Guitar playing and music, swimming, trekking