

Tommaso Lintrami

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Overview

I was born in Milan 1973 and I am an enthusiast computer programmer since the age of 9, with seventeen years commercial experience. My IT work with projects of different areas 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, with excellent UI/UX design and game design skills.

Professional experiences

Technical Writer

I am currently writing the book “Unity 2017 Game Development Essentials” for PACKT publishing as well as assembling the full code pack of assets for it.

2017

Unity3D C# Programmer

Mansions: C# .net 4 and C# Mono client and server programmer

Client: Freejam LTD, Portsmouth UK

Tools: Unity3D, Visual Studio, Perforce

Link: <http://www.robocraftgame.com>

2015 - 2016

Senior developer – trainer

Mansions: Web and software solutions developer, apprentices supervisor and trainer

Client: Cleverlabs - Cleverweb, Vigevano, Italy

Tools: Android studio, Ultraedit, LAMP, Mongo, in-house custom software and firmware

2013 - 2015

Unity3D and C# Teacher

Mansions: Teaching a class of ten students the Unity3D engine and C#

Client: Scuola Internazionale di Comics, Florence, Italy

Tools: Unity3D, MonoDevelop, C#, KeyNote, OpenOffice

Students work video: <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>

2014 - 2015

iOS Senior App Developer - Freelance collaborations

Neglect App 2.0 (major update with sqlite support) – testing and rehab application for iPad

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

Tools: Unity3D, MonoDevelop, C#, C

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

My Crete Guide (iOS port support) – touristic app for Android and iOS

Client: Elias Tsiantas - DigiExplore

Tools: Unity3D, MonoDevelop, C#, XCode

I was responsible for the review and the overlook of the iOS port.

Link: <https://itunes.apple.com/us/app/my-crete-guide/id950116030?mt=8>

2008 - 2014

Independent Game Developer

Zaharia RPG prototype for KickStarter campaign

Client: Inner Void interactive LTD

Published: February, 2014

Tools: Unity3D, Monodevelop, C#

Links: <http://youtu.be/b6ds88WIEIA>

<https://www.youtube.com/watch?v=oDym8haWCnI>

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

Shipped Title: Orion Attack - Action strategy tower defense game for iPad

Published by: Self published On Appstore, October, 27, 2012

Tools Used: Xcode, Unity3D, Mono, C#, Objective-C

More info: <http://orionattack.litobyte.com/>

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

<http://youtu.be/goQM9JTguXs>, <http://www.youtube.com/watch?v=SWfEpL7G-XQ&hd=1>

Shipped Title: Mad O Ball 3D - fast paced rolling game for iOS (Universal)

Published: Self published On Appstore, March, 3, 2010

Tools: Xcode, Unity3D, C#, Objective-C

More info: <http://madoball3d.litobyte.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>

2006 - 2009

Visual C++ Programmer:Virtual Characters / TV Live Show visual software

Client: Studio Azzurro S.r.L. - Etica S.r.L.

Projects: Neoclide new input drivers and bug fixes – Software tools – Web applications (PC)

Languages: C/C++, SVG/XML/ECMAScript/PhP

More info: <https://vimeo.com/61484617>, <http://www.e-tica.it/neoclide.htm>, <http://www.e-tica.it/personaggi.htm>

2004 - 2006

Audio Programmer

Client: Virtual Identity S.r.L.

Project: The Black Corsair (PS2, PC)

Published by: Project Closed

Tools: MS Visual C++ 2003, Renderware Graphics 3.7, CodeWarrior/GCC, SCEE Tools, C ANSI

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

Other experiences

Along 2014-2015 Technical Reviewer for the book: Unity5.x Cookbook for PACKT publishing LTD

Links: <https://www.amazon.it/Unity-5-x-Cookbook-Exploring-Exciting/dp/1784391360/>

<https://www.packtpub.com/game-development/unity-5x-cookbook>

In 2009 developed as a freelance programmer for Aurora Meccanica, the rendering software OSC client for the live sensible installation for Coccobill exhibit at the Rotonda della Besana, Milano

video: <https://www.youtube.com/watch?v=qLovSgppr5U>

2001 - 2003

Independent Game Developer

Shipped Title: Dragan's Quest PC

Published: Published by Idigicon LTD on varoius european and russian channels in 2002

Tools Used: Blitz3D, Photoshop, CharacterFX, UltimateUnwrap Direct3D 7, FMOD

See old original low res trailer: <http://www.youtube.com/watch?v=p8CXLZTC8J8>

2000-2001

Web Developer

Clients: Sogesi srl, E-tree spa

1999 - 2000

Web Master

Client: Halifax SpA / Digital Bros

Project: GameOnLine.it multiplayer community website and first Quake3/UT web ladder

Tools: ASP 2.0 on IIS Server, MS SQL Server

Hobbies and interests

Playing and listening to music, cooking, technology, cinema, literature, trekking.

Languages

Fluent in English written and spoken. German and Spanish school level.