

ALESSIO REGALBUTO

Software & VR Engineer
Unity Developer

ABOUT ME

I created my first HTML website when I was 11. Then, I fell in absolute love with Computer Graphics and Virtual Reality, and produced experimental 3D CGI animations at the early age of 14.

When 18 I realized how much powerful and amazing software engineering was, writing Java programs and PHP websites.

Today I achieved more than 6 years of C# coding, 4 years of Unity development, 3 years of experience in VR.

My motto: "If it does not exist, build it!"

CONTACT ME

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MY SKILLS

C#, C, and .NET



Unity 3D and Virtual Reality



HTML5, JavaScript, CSS



MySQL and Database Engineering



C++



EDUCATION

PHD - ENHANCED 3D VISUALIZATION AND INTERACTION FOR REALISTIC TELEPRESENCE IN REMOTE ENVIRONMENTS

University of Hertfordshire (UK) Jul 2015 - Jul 2018 (Expected) Topic: Improving realism in Mobile VR

Main skills: Development of VR concepts using Unity 3D, motion tracking cameras, 3D displays and 3D projectors, NVidia 3D Glasses. Creation of Photorealistic 3D Panorama with remote visualization capabilities, use of stereoscopic cameras. Usability evaluations of Mobile Virtual Reality devices. VR projects using Oculus Rift, FOVE, Leap Motion. Conferences presentations.

MASTER OF SCIENCE - SOFTWARE ENGINEERING

Facoltà di Ingegneria Informatica - Catania (Italy) Oct 2012 - 21th Oct 2014 110/110 with honors

Key subjects: Software Engineering, Embedded Systems, Networks, IT Security, AI, Distributed Systems, Industrial Automation Networks, Distributed Systems Design, Industrial Informatics.

DEGREE - COMPUTER ENGINEERING

Facoltà di Ingegneria Informatica - Catania (Italy) Sep 2009 - 11th Oct 2012 110/110

Key subjects: Databases, Computer Architecture, Electronics, Operating Systems, Computer Networks, Elements of Automation, Mathematical Analysis, Physics, Computer Languages.

WORK EXPERIENCE

SOFTWARE ENGINEER FOR VIRTUAL REALITY APPLICATIONS

CUTGANA May 2015 - June 2015

Role: Development of high quality 3D virtual reality tours of real places. I engineered the tours and devised an innovative method to take 3D panoramas. For this role I coded in HTML5, JavaScript, and XML. I also used Commercial Stitching softwares for high quality results.
Skills: JavaScript, HTML5, XML, 3D VR tours development, 360 Photo Stitching, Unity 3D

SOFTWARE ENGINEER FOR ADVANCED .NET PROJECTS

University of Catania January 2015 - May 2015

Role: I engineered a solution in advanced .NET to convert PLC programs to Desktop realtime applications. My C# solution was a WPF application, which included MicroTimers, MySQL Clustered database interface, C++ libraries, XAML interface. Work funded by European project.
Skills: .NET, C#, C++, WPF, MySQL Clustered, XAML, realtime application, Visual Studio, TFS

INTERNSHIP - SOFTWARE ENGINEER

COL Giovanni Paolo Spa July 2014 - Oct 2014

Role: I trained my software engineering skills for an industrial .NET project. The aim was to create a solution to map the standard IEC 61850 on the standard OPC UA, for the design of a new SCADA device. My code was used to develop the core features of their commercial product.
Skills: .NET, C#, WPF, MySQL Clustered, IEC 61850, OPC UA, Version control (TortoiseSVN)

WINDOWS STORE APP DEVELOPER & COMMERCIAL APPS

Microsoft Store July 2012 - Present

Role: Freelancer Windows Store App and Game Developer for Microsoft's Windows Store. Among my 15 apps, "Toys Garden" is still used today after 5 years by the company Toys Garden to sell products to its clients all over Italy. "Scopa!" is my most successful multiplayer card game.
Skills: .NET, C#, XAML, MySQL, games & apps development, UWP, mobile apps, web services

INTERNSHIP - SOFTWARE DEVELOPER FOR EARTHQUAKE ANALYSIS

National Institute of Geophysics and Vulcanology (INGV) July 2012 - October 2012

Role: I worked as an intern to develop a real-time seismic monitoring system, retrieving real data from a MySQL DB, and showing them on WPF charts. I also developed a Web interface using JavaScript and HTML, to locate earthquakes on Google Earth map.
Skills: .NET, C#, XAML, MySQL, WPF charts, Web development, JavaScript, HTML, CSS

AWARDS & CERTIFICATES



1st place Winner
Microsoft Imagine Cup
St. Petersburg (Russia) - 2013
Project Ulixes



Unity Certified Developer
Certificate ID: 2016044-1C233
Expires on: 14th April 2018



Winner of Best Idea
Flare 2017 - University of Herts
Project Xultour