



ALESSIO REGALBUTO

Software & VR Engineer
Unity & Unreal Engine 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 8 years of C# coding, 2 years in C++, 6 years in Unity 3D, 3 years in VR, 1 year in Unreal Engine.

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

CONTACT ME

London, United Kingdom

<https://alessioregalbuto.com>
alessioregalbuto@outlook.com

(+44) 07958 717 882

MY SKILLS

C#, C++, C and .NET

Unity 3D and Virtual Reality

HTML5, JavaScript, CSS

MySQL and Database Engineering

Unreal Engine

Last updated: 28th Sep 2019

EDUCATION

PHD - REMOTE VISUAL OBSERVATION OF REAL PLACES THROUGH VIRTUAL REALITY DEVICES

University of Hertfordshire (UK) July 2015 - March 2019 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

R&D ENGINEER - VFX & BROADCAST

NCAM Nov 2018 - Present

Role: R&D engineer for Ncam AR camera tracking systems and their integration with Unreal Engine and Unity 3D. I worked on the re-engineering of the previous UE4 plugin to use the latest UE4.23 features, including the new Live Link and Media Framework. Development of real time communication systems, rendering pipelines, timecode synchronization, processing of different video standards, live events technical support. This role helped me improve my C++ skills through daily code reviews, and introduced me to VFX and broadcast productions using Augmented Reality for realtime previz in movies and live events.

Skills: C++, Unreal Engine, VFX, rendering pipelines, broadcasting, augmented reality, realtime communication, live events production, sprint-based agile environment, Bitbucket, Jira, code reviews.

Web: <https://www.ncam-tech.com>

SOFTWARE ENGINEER - 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 - 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

WINDOWS STORE - APPS & GAMES DEVELOPER

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

AWARDS & CERTIFICATES



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



Unity Certified Developer
Certificate ID: 2016044-1C233



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