## PERSONAL INFORMATION

# Fabio Mosca

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💬 Skype Gounemond

Sex Male | Date of birth 21/02/1989 | Nationality Italian

## WORK EXPERIENCE

**Dec 2016 - Present**

### CoFounder & CTO

AnotheReality, Milan

AnotheReality is a startup focused on XR solutions for training and entertainment. The main product in development, Virtuademy, is a virtual reality academy where people can learn job and soft skills anytime, anywhere.

I manage the development team, strategizing the development of our products and technologies to match with clients requests, and coordinating the activities of the various members.

I'm in charge of VR experience and interaction design, game design and code architecture, ensuring that AnotheReality' s experiences are top quality, with reusable tech and low technical debt.

I also manage other activities: technical recruiting, research & development, business proposals, partnerships, project management with agile methodologies, mentoring and teaching in business and technical academies about XR technologies

Business or sector Virtual Reality, Mixed Reality, Augmented Reality software development

**Apr 2017 – Apr 2018**

### Game programming core trainer

Digital Bros Game Academy, Milan

▪ Created a 1 year teaching plan for programmers, focused on programming principles, C#, Unity3D, 3D mathematic, Construct2 and covering various topics, from UI programming to networking and virtual reality
▪ Taught lessons and practical laboratories following the created plan
▪ Students tutoring on academy projects, evaluations and personal development

Business or sector software development, videogames, teaching

**Jul 2015 – Dec 2016**

### Virtual reality and videogame developer

Freelance, Milan

▪ Consulting companies on VR development practices and how to integrate VR technologies in their businesses
▪ Worked on 15+ projects including full VR simulations, mobile games, interactive 360° videos apps
▪ Released Yon Paradox on Steam, a VR puzzle action game supporting PC, HTC Vive and Oculus Rift

Business or sector software development, videogames, VR development

**Mar 2014 – Jun 2015**

### Full stack web developer

ABS srl, Milan

▪ Development and maintenance of e-Procurement applications using Zend Framework, AngularJS, PL/SQL, Boostrap and PHP proprietary framework

Business or sector consultancy, web development, software development

## EDUCATION AND TRAINING

**2013-2016**  **Master's Degree in Computer Software Engineering (not completed)**

Polytechnic of Milan, Italy

▪ Software development, Artificial Intelligence, Videogame development, Genetic Algorithms

**2008-2012**  **Bachelor Degree in Computer Software Engineering**

Polytechnic of Milan, Italy

▪ Software development, 3D Geometry, Logic, Math, Computer Security, Databases, Mobile apps

## PERSONAL SKILLS

**Mother tongue(s)**  Italian

**Other language(s)**

| UNDERSTANDING | | SPEAKING | | WRITING |
|---|---|---|---|---|
| Listening | Reading | Spoken interaction | Spoken production | |
| English C1 | C1 | B2 | B2 | C1 |
| IELTS 7.5 | | | | |

Levels: A1/A2: Basic user - B1/B2: Independent user - C1/C2 Proficient user
Common European Framework of Reference for Languages

**Technical skills**
▪ Programming (C#, C++, PHP, Java, Javascript, Python) - Expert
▪ Databases (PL/SQL, MySQL, NoSQL) - Advanced
▪ Game engines (Unity3D, Unreal Engine 4, Construct2) – Expert
▪ Project Management (Jira, Asana, Airtable, Trello) - Intermediate
▪ Versioning (Git, SVN, Perforce) - Expert
▪ Photo and video editing (Adobe Photoshop / Premiere) – Beginner

**Communication skills**
▪ Excellent communication skills acquired through public speaking, working with multidisciplinary teams of different companies and nationalities, and through classroom teaching experience

**Organisational / managerial skills**
Excellent organisational and managerial skills acquired through self-organized freelance work and then managing my own company, leading teams with size varying between 10 and 20 people

**Other skills**
▪ Piano playing and composing
▪ Fighting sports and martial arts
▪ Scuba diving

**Driving licence**  Driving licence - B

## ADDITIONAL INFORMATION

- Professional speaker  about VR technologies, business and development (VR Days, Polytechnic of Milan University, MBA Bocconi University, Codemotion, Microsoft, Maker Faires, Campus Party...)
- Technical contribution for chapters in immersive technologies related books and articles (Hoepli, Springer)
- Jury and advisor for hackatons and workshops involving game and XR development (IBM, Microsoft, Polytechnic of Milan)
- Board member of VRARA Milan chapter, representative of gaming field
- Founder of the Virtual Reality Milan Meetup since 2016

## PROJECTS

Jan 2015 – Present

### 50+ Projects developed in the field of games/XR

Notable / disclosable projects: Virtuademy (XR academy platform and its various contents), VBI: Lost Connection, Yon Blitz, InSoul, Yon Paradox, Back To Earth, AnotherPlank