

# Giacomo Deriu CV

interactive and 3D artist

Nationality: Italian  
Location: Barcelona - Bologna  
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## Highlights and Specialities:

- Senior 3D Artist
- Creative Coder
- Developing interactive applications
- Developing and design videogames
- developing phisical interactive devices/installations with electronic devices such Arduino and different kind of sensors
- video mapping
- Hardworker
- problem solving
- expertise in fast prototyping

## Education:

- 2002: University degree in art, at the "Accademia di Belle Arti di Bologna", specializing in digital arts.
- 1995: Artistic high school certification, taken at the "Istituto Statale d'Arte di Bologna" section peinture.

## Work experience:

- Current:
- Cto and Tech lead – Lapisly – Barcelona
  - Freelance creative coder – Barcelona – Bologna
  - Interactive Art professor – Accademia di Belle Arti – University of Rimini
- 2014:
- Unity 3D developer – Asteria Multimedia S.r.l. – Trento
  - Senior 3D artist – Renner S.r.l. – Bologna
  - Senior 3D artist – Bonfiglioli S.r.l. - Bologna
  - Interactive Art professor – Accademia di Belle Arti – University of Rimini
- 2013:
- Videogame developer – Asteria Multimedia S.r.l. – Trento
  - Video mapping – Renner S.r.l. - Bologna
  - Interactive Art professor – Accademia di Belle Arti – University of Rimini
- 2012:
- Android application developer– Unitel, Bologna
  - Interactive Art professor – Accademia di Belle Arti – University of Rimini
  - Senior 3D artist – Flyer S.r.l. - Bologna

- Web/Multimedia CTO – Cimmarketing Varese
- 2011:
- Web/Multimedia CTO – Cimmarketing Vares
  - Flash developer – Blacktrend S.r.l. - Bologna
  - Flash developer – Greatworks S.l. - Barcelona
  - Flash developer – Softonic international S.l. - Barcelona
- 2010:
- Senior 3D Environment Artist – Gameloft Iberica – Barcelona
  - 3D Artist and illustrator– Pearson Italia S.p.a. - Milano
  - Flash developer – Studio NO – Bologna
  - 3D Artist – Arco Design - Reggio Emilia
  - 3D Artist – postproduction – Blacktrend S.r.l. - Bologna
  - Flash developer – Greatworks S.L. - Barcelona
- 2009
- 3D Artist – postproduction – Video Page – Bologna
  - Furniture designer – Pixel Mosaici – Bologna
  - 3D Artist – Kallisto 204 S.r.l. - Bologna
  - 3D Artist Illustrator - Pearson Paravia Bruno Mondadori S.p.a. - Milano
  - Interactive artist - Argilla produzioni S.r.l. - Bologna
  - Interactive artist - Argilla produzioni S.r.l. - Genoa
  - 3D Artist – Arco Design – Reggio Emilia
- 2008
- 3D Artist – Video Page – Bologna
  - Flash developer – Football.it S.r.l. - Bologna
  - 3D Artist – Distilleria S.r.l. - Bologna
  - 3D Artist – Pixel Mosaici – Bologna
- 2007:
- Flash developer – Pivot S.r.l. - Bologna
  - 3D Artist - Distilleria S.r.l. - Bologna
- 2006:
- 3D Artist – HMX Media – London
- 2005:
- 3D Artist – Area Digitale – Bologna
  - 3D Artist - Video Page – Bologna
  - Flash developer – BKG Studio - Bologna
- 2004:
- 3D Artist - WEA Tv, RAI – Roma.
- 2003:
- 3D Artist - Video Page - Bologna
- 2002:
- 3D Artist - Arco Design - Reggio Emilia
  - 3D Artist – Space Lab – Bologna
- 1995 – 2001:
- Various freelance experiences

### **Main skills:**

Programming of interactive application and videogames  
 Developing electronic phisical interactive devices with Arduino, sensor, etc...  
 Expertise in fast prototyping and 3D printing  
 3D modeling, animation, cad  
 Video Mapping  
 Teacing and workshop

## Software:

Autodesk 3D Studio Max  
Adobe Photoshop  
Adobe After Effects  
Adobe Flash (actionscript 2.0 e 3.0)  
Unity 3D  
Adobe Dreamweaver  
Pixologic Zbrush  
Processing IDE  
CodeBlocks  
Eclipse

## Coding:

Processing  
Actionscript (2.0, 3.0)  
C++  
C#  
Unityscript  
Arduino  
Php  
Html  
Xml  
Java  
Css  
Android SDK  
Opencv  
MaxScript  
Microsoft kinect

## Other experiences

Electronics, mechanics, robotics, fast prototyping, photography, hacking things, inventing stuff.

## Art career

### Solo exhibitions:

- |      |   |
|------|---|
| 2013 | "landscapes" - C&H Art Space - Amsterdam<br>curated by "Alice Zannoni"  |
| 2012 | "Enlarge Your Consciousness in 4 Days 4 Free" -BTF Gallery - Bologna<br>curated by Alice Zannoni and Marco Aion Mangani                     |
| 2010 | "Pachinko", Galleria Ingresso Pericoloso, Roma<br><br>"Dirittura d'arrivo", curated by Olivia Spatola, Dream Factory Gallery, Milan         |
| 2009 | "L'Adesso dice: sono l'Allora", curated by Luiza Samanda Turrini for Magazzini Criminali, Paggeria Arte, Palazzo Ducale di Sassuolo, Modena |

## Group exhibitions:

- 2012 Justmad Contemporary Art Fair, Madrid
- 2011 ADD Arti Digitali Duemilaundici – Museo Macro Future - Roma  
Biennale di Venezia – Padiglione Accademie – Venezia  
The Other – Museo del Carcere le Nuove - Torino  
Tre Anni di Sognatori – Dream Factory Gallery – Milano
- 2010 ";Anti Digital Divide";, international video art festival, selezione curata dalla Galleria Neon Campobase of Bologna, Palazzo Incontro, Rome
- "Arte Laguna", IV edition, Arsenale of Venice
- "Festival della Scienza" - Palazzo Ducale – Genova
- 2009 "Past is not alone", curated by Roberta Venturi Morelli, Basilica Cistern Yerebatan Sarnici, Istanbul, Turkey
- 2008 "Premio Celeste" – V Edition, curated by Gianluca Marziani, Fabbrica Borroni, Bollate, Milan
- "Robot01 – digital paths into music and art", Palazzo Re Enzo, Bologna

## Awards:

- 2008 Premio Celeste, V edizione, 2008. First prize winner – category sculptures and installations  
[http://www.premioceleste.it/ita\\_1065/](http://www.premioceleste.it/ita_1065/)

## Hobbies:

Travels, reading, watching movies, electronic music, snowboard, videogames, woodworking, farm working.

## known languages:

### level

Italian	mother tongue
English	Good
Spanish	Good