

## Matteo Manganelli - Curriculum Vitae

Largo Olgiata, 15 53B3  
00123 Rome, Italy  
Phone: home +39 06 30880004; mobile: +39 347 7151440.  
E-mail: matteomanganelli@hotmail.com

### Education.

*July 1987, Novara:*  
Istituto Tecnico Agrario "Bonfantini": High School Diploma.

*March 1999, Milan:*  
University of Milan: Degree (Laurea) in physics.

*January 2000 - January 2001, Milan:*  
University of Milan: Master Course in Applied Mathematics.

### Work.

*October 1997 - November 1999, Milan:*  
Researcher in atmospheric sciences at "Centro Epson Meteo". Research and development of numerical models of atmospheric dynamics.

*September 2000 - January 2001, Genoa:*  
Researcher at the Institute of Applied Mathematics (IMA). Development of an OpenGL viewer.

*January 2001 - October 2002, Milan:*  
Software Design Engineer with Phoenix Tools ([www.phoenixtools.com](http://www.phoenixtools.com)). Development of plug-ins and shaders for Softimage XSI. Porting of the Arete Digital Nature technology under XSI.

*October 2002 - October 2003, Milan:*  
Game physics programmer with Milestone ([www.milestone.it](http://www.milestone.it)). Development of the physics engine for a car racing game.

*December 2003 - March 2004, Rome:*  
Technical consultant with Softdesign ([www.soft-design.it](http://www.soft-design.it)) for the application of 3D technologies in the Italian industry.

*April 2004 - July 2004, Rome:*  
Teacher of Game Programming in the "Prometheo School" in Rome.

*August 2004 - September 2004, Rome/Marseille*

Development of a physically based smoke simulator, fully integrated in Softimage XSI, for Action Sinthese for "The Magic Roundabout" movie.

**Tech Skills.**

Very good in C,C++, vbs, Softimage XSI SDK, OpenGL, Mathematics, Physics and numerical algorithms.

Decent in C#, Java and mental ray programming.

**Languages.**

Italian, English.