



Ivan Carmosino

Adjunct professor

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Education and training

2018

PhD in Electronic Engineering

'A Serious Games Development Environment' - graduateVotazione
Università of Genoa - Genova - IT

2020

Degree in Architecture

'Study of visual perception to the computer' - 108/110 dignità di stampa
Università of Genoa - Genova - IT

1991

Maturità Classica

Liceo Ginnasio Classico Statale Andrea Doria - Genova - IT

Academic experience

2014 - 2018

PhD fellow

Università di Genova - Genova - IT
2 articles about serious games helping for sources Computer and games

2013 - 2014

Assegnista di ricerca

Università of Genoa - Genoa - IT

1992 - 2000

Assistant for 'language for the use of computers' then 'Fundamentals of computer'

Univerità di Genova - Genova - IT
creation of books for teaching 3D softwares for students helping students in
the exercises callroom lessons

Work experience

2021 - 2022

Unity Senior Developer Senior 3D Artist JAVA developer

Wondertech S.r.l. - Genova - IT
3D graphic and 3D modeling for Serious game Unity 3D developer expert (C

JS) Web Developer WEB Designer Joomla wordpress expert. CSS3/ html5
Bootstrap and foundation expert Java developer

2016 - 2021

Unity Developer Senior 3D Artist JAVA developer

Wondertech S.r.l. - Genova - IT

3D graphic and 3D modeling for Serious game Unity 3D developer expert (C
JS) Web Developer WEB Designer Joomla wordpress expert. CSS3/ html5
Bootstrap and foundation expert Java developer

2010 - 2013

WEB designer and Rendering/animations freelance

Freelance - Genova - IT

Freelance WEB Designer and 3D graphics virtual images rendering
animations.

2012 - 2013

CEO co-founder

LoTrovIda s.n.c. - Genova-Roma - IT

2012 - 2013

WEB Graphic Designer and GUI designer for WEB Mobile application

Ratio Consulta S.p.A. - Genova - IT

WEB Graphic Designer and GUI designer for WEB Mobile application

2005 - 2010

Ceo Cofounder

emagestudio s.n.c. - Genova - IT

Rendering and 3D video Web Designer Software teaching

1998

CAD Designer

Boeri Studio - Milano - IT

CAD Designer

Language skills

Italian

Mother tongue

English

Independent

Spanish

Basic

Research interests

Create photorealistic Virtual environment.

Research activity applied to game engines, in particular Unity3D

Virtual Reality, Augmented Reality and Mixed Reality, study and use of all
available technologies.

Editorial activity

2017

Towards a Virtual Reality Interactive Application for Truck Traffic Access Management

Alberto Cavallo, Alessio Robaldo, Ivan Carmosino, Francesco Bellotti, Riccardo Berta, Alessandro De Gloria

978-3-319-55070-1

2017

Gamification of a System for Real Time Monitoring of Posture

Alberto Cavallo, Alessio Robaldo, Flavio Ansolini, Ivan Carmosino, Alessandro De Gloria

978-3-319-49654-2

2016

A Game Engine Plug-in for Efficient Development of Investigation Mechanics in Serious Games

Ivan Carmosino, Francesco Bellotti, Riccardo Berta, Alessandro De Gloria, Nicola Secco

DOI: 10.1016/j.entcom.2016.11.002

2013

CHNT18 – International Conference on Cultural Heritage and New Technologies

URBAN ARCHEOLOGY AND REPRESENTATION OF DATA: THE CASE STUDY OF CONVENT OF S. ORSOLA, FLORENCE

Carlo BATTINI / Ivan CARMOSINO / Valeria D'ACQUINO

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