Riccardo Galdieri

PhD Student – Scuola Superiore Sant'Anna

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EDUCATION

- **Bachelor Degree in Digital Humanities -110/110 with honors**
  Università di Pisa (2010 – 2013)
  Dissertation Title: Characters and Authors: differences and similarities in terms of language. A stylomettric study

- **Postgraduate Degree in Digital Humanities -110/110 with honors**
  Università di Pisa (2014 – 2016)
  Dissertation Title: Muse-Tools: extending the Unity Editor to support the design of virtual and real museum exhibitions

- **PhD in Emerging Digital Technologies – Perceptual Robotics**
  Scuola di studi superiori Sant'Anna (2017 – in progress). Currently working on interaction metaphors in virtual reality.

- **Study Abroad Experiences**
  King's College London (2012 – 2013)
  National Taiwan University (2014 – 2015)

WORK

- **Junior Django web developer**
  King's College London, DH Department, 2013
  User experience improvement and creation of a customized dynamic multiple searchbox for a more efficient admin data-entry on the DigiPal Project

- **Unity Developer**
  PERCRO – PERCeptual RObotics laboratories, 2016
  Creation of a web-based 3D experience in cooperation with Grosseto high schools, in the framework of the MuraVagando project. Children from the local high-schools were asked to draw the main attractions in their home town, and to design all the elements to create both the 3d environment and the website, while my job was to put all the material together and design a nice-looking 3D experience.

- **3D Mesh acquisition and reconstruction**
  ARTechs London – 2017
  Creation of 3D models with clean topology and low poly count using photogrammetry acquisition techniques. Photos were provided by the customer, while I had to recreate the 3D model, polish both the mesh and the textures, and do the retopology

- **Senior Omeka Web Developer**
  PERCRO – PERCeptual RObotics laboratories, 2018
  Development of a whole web archive of digital manuscripts from Istituto degli innocenti, in Florence. The project included the development of a whole plugin to fetch Iconclass data, with async requests to the API without page reloading, the adjustment of some pre-existing plugins, and a set of new functionalities for the back-end data entry

- **Unreal Engine Developer**
  Breda University of Applied Sciences, 2019
  In order to improve the current understanding of controller interaction in videogames, I have spent several months building an Escape Tower game with button combinations that the user has never seen before. Both desktop and VR versions are currently on itch.io, while the gathered data has yet to be published

- **Teaching**
  I've done a fair amount of teaching in the fields of virtual Environments and 3D modelling over the years. I am also Teaching Assistant for the Virtual Environments class at Università di Pisa

OTHER WORKS
- **eHeritage project**
  As member of the eHeritage project, I've worked on expanding the Culturale Heritage Group at the Transilvania University of Brasov by helping them expand their technological background. I've tutored them for a three-weeks period, helped them organize an exposition at LuBeC 2017, and organized a workshop titled "How to build a virtual world" in Brasov.
- **Brighton Develop:conference 2019**
  During the Develop:conference 2019 I helped my supervisor, Professor Mata Haggis-Burridge, and a colleague, organize a workshop on user-generated stories. I took part in the creation of the prototype and the practical organization of the workshop in Brighton.

PUBLICATIONS
- Galdieri, Riccardo, and Marcello Carrozzino. Natural Interaction in Virtual Reality for Cultural Heritage. In International Conference on VR Technologies in Cultural Heritage, pp. 122-131. Springer, Cham, (2018)
- Galdieri, Riccardo, and Marcello Carrozzino. "Towards dedicated software tools to assist the creation of virtual exhibits". SCIRES-IT-SCIentific RESearch and Information Technology, Volume 7, Issue 1 (2017)
- Carrozzino, Marcello, Chiara Evangelista, and Riccardo Galdieri. "Building a 3D interactive walkthrough in a digital storytelling classroom experience." Informatica 40.3 (2016)
- Carrozzino, Marcello, Chiara Evangelista, and Riccardo Galdieri. "Interactive VR for the dissemination of local heritage in schools", Presented at the International Multiconference Information Society – IS2016, 10-14 October 2016, Ljubljana, Slovenia

AWARDS
- Winner of the WorldHaptics – Student Innovation Challenge at the 2019 WorldHaptics conference in Tokyo, Japan.

FREE TIME
- **Ultima Online Programming**
  When I was 18 I started doing some scripting for an Italian unofficial game shard called VenuS. Unfortunately, the program was shut down in 2010, but it was my first coding/game design experience, and I loved every single second of it
- **Game Jams**
  I found out about Game Jams waaay too late in my career, and so far I've managed to attend two Global Game jams, in 2018 and 2019. Both times I got a team of first-year Game Design students from a local school, which made the jams even funnier!
- **Study on photorealism with Blender3D**
  I've been using Blender for a lot of years, but always to tweak and edit game assets. For once, I wanted to see how far I could push my skills at that time, and the results were above my expectations. On my first solo project I was selected on the blenderArtists main gallery, but most importantly I received a lot of great feedbacks by fellow artists.
- **Mongol Rally 2017**
  In 2017 I took part in the Mongol Rally, the craziest race in the world. Together with a friend of mine, we drove an old Rover 25 from London to Mongolia to raise money for charity. If you don't know the Mongol Rally, you should definitely check it out

- **Mongol Rally Stories**
  After the successful experience of the Mongol Rally, I collected stories from 12 of the crews we became friends with, and published an ebook. All the earnings have been donated to charity. You can find the ebook by searching for "Mongol Rally Stories" on Amazon or at mongolrallystories.com