

Federico Di Veroli

Experienced software engineer specialising in iOS development, mobile architecture and REST API integration, with a background in Unity and interactive applications. Focused on building reliable, maintainable and engaging digital products.

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Via della Reginella, 2, Rome, Italy

Italian

08.04.1994

WORK EXPERIENCE

HAYS Consulting

12/2024 - Ongoing

Senior iOS Developer

Resource for a consulting company, developing for a client in the betting field iOS apps, from prototyping to releases, with multi-platforms developments.

Innotek, SRL

02/2023 - 06/2024

Senior iOS Developer

Freelancing resource for a consulting company, developing for a client native components that needed to interact with their hybrid systems.

Freelance

02/2020 - On going

Freelancing Developer

Freelancing resource for an independent studio and Consulting companies, developing apps, 3D installations and experiences. Development on Unity (C#), Native iOS (Swift) and hybrid platforms (Flutter)

Realmore, srl

Milan, Italy 09/2019 - 05/2022

Senior Unity / iOS Developer

Development of apps exploiting AR and VR for marketing and Industry 4.0. Development on Unity (using C#) and Native iOS (Swift)

IQUII, srl

Rome, Italy 04/2019 - 07/2019

iOS Developer

Development of an app for brand loyalty, with aspects of gamification. Developed using Swift 4 and proprietary framework.

Magma, SRL

Milan, Italy 02/2018 - 03/2019

Unity Developer

BeaconWatcher

iOS Developer

Tel Aviv, Israel 06/2016 - 08/2016

EDUCATION

City, University of London

MSc, Computer Games Technology

09/2016 - 12/2017

London, United Kingdom

- Dissertation: "Issues in Development: the scourge of motion sickness in Virtual Reality".

Queen Mary, University of London

BSc, Computer Science & Multimedia

09/2013 - 07/2016

London, United Kingdom

- Dissertation: "Development of an AR game for mobile platform, based on the use of Beacons".

TECHNICAL SKILLS



Programming Languages

C#, C++, Swift, Objective-C, Flutter, Python, Java, JavaScript, HTML, CSS, PHP.



Game Development

Experienced in the use of Unity and Unreal engines, understanding of 3D Math and knowledge of rendering and 3D modeling softwares such as Blender or Maya.



Software Engineering

Experienced in the application of different Software Engineering methodologies, such as Agile, Scrum, sequential and iterative.



Miscellaneous

Experienced in social media feeds and web content, Database design, Photoshop and Illustrator. Procreate user for sketching / prototyping.

LANGUAGES

Italian

Native



English

Proficient



Hebrew

Intermediate



French

Beginner

