



DANIELE BASCHIROTTO

*Senior mobile developer
(iOS, Android)
researcher, web developer, AR/VR and 3D
graphic programmer*

PERSONAL INFORMATION

<i>Name</i>	Daniele Baschirotto
<i>Occupation</i>	Senior mobile developer (iOS, Android)
<i>Address</i>	Via Campagnol di Tombetta, 35A Verona, ITALY
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<i>Mobile</i>	+393497047419
<i>Nationality</i>	Italian
<i>Date of birth</i>	18 February 1984

PROFESSIONAL SUMMARY

I am a passionate software developer and researcher with 15 years of experience in the field. My expertise encompasses a wide range of domains, including 3D simulations, parallel computation, robotic arm kinematics, and mobile app development for both iOS and Android platforms.

Over the past 12 years, I have successfully developed and published more than 30 mobile applications, exploring cutting-edge technologies such as virtual reality (VR), augmented reality (AR), beacons, NFC, and 3D rendering. Since 2014, I have been actively freelancing on mobile app projects, collaborating with various companies and startups to deliver innovative solutions.

WORK EXPERIENCE

March 2022

Till date

INTESYS

Senior Mobile developer (iOS, Android, Flutter)

At Intesys, I mainly work on creating and maintaining native mobile apps for iOS and Android using Kotlin, Java, and Swift.

I have also worked on some Flutter projects where I have gained some familiarity with Dart and cross-platform app development.

I also delved into advanced topics such as IoT and data communication via BLE

January 2018
March 2022

ERNIEAPP

Senior Mobile developer (iOS, Android)

In ErnieApp Ltd., I was responsible for developing the mobile app for both Android and iOS platforms.

In this role, I gained experience with Swift, Kotlin, Java and JavaScript.

I could also offer guidance to the team in technical decision-making and task management.

February 2014
Till date

FREELANCER

Senior mobile developer; AR/VR and 3D graphic programmer

Throughout this experience, I have created numerous apps for various companies and startups, delving into captivating fields like virtual reality, augmented reality, beacons, NFC, 3D rendering on mobile, and computer vision. As a freelancer, I handled everything from client communication to technical decisions and development tasks.

June 2017
November 2017

MWD.DIGITAL

Senior Mobile developer (iOS, Android), web developer (frontend and backend)

At Metis Webdev, I developed native iOS and Android apps for various companies in Verona, such as AGSM's 'Verona SmartApp' for iOS and Android.

Additionally, I worked on backend and CMS development, as well as projects involving OpenGL on smartphones.

June 2016

June 2017

INTESYS

Mobile developer (iOS, Android)

As a mobile developer, I was responsible for planning and developing both iOS and Android apps, as well as maintaining older apps (which included approximately twenty apps).

At Intesys, I developed applications for companies such as Santander, Valentino, Ducati, BMW, and Volkswagen.

April 2015

May 2016

SOLINFO

Mobile developer (iOS, Android)

At Solinfo, I developed native iOS and Android apps for ULSS (Local Health and Social Care Facilities) and citizen services. I designed the iOS app for accessing medical reports from ULSS9 of Treviso. I also collaborated on the Padua Hospital's department management app, enabling task monitoring, multimedia note exchange, and hospitalization identification via barcodes or NFC. Additionally, I worked on web development using PHP for backend and Angular/jQuery for frontend, implementing a notification system across iOS, Android, and web platforms using XMPP.

October 2012

January 2014

URBANGAP

Mobile developer (iOS, Android)

Responsible for the development and maintenance of iOS and Android apps on tablets and smartphones. At Urbangap srl, I spent a year focusing on mobile development as the only mobile developer, implementing apps for I-Sushi and Tocatì. As a web developer, I contributed to the development of the web app for Slowear's promotional campaign "A Slow Tale."

Languages: PHP, SQL, JavaScript, Lua, Objective-C, Java

May 2010
April 2011

SURGICA ROBOTICA

Software developer, Researcher

In the medical research and development field, I contributed to:

- diagnostic software development for surgical robot monitoring using C++ and QT.
- 3D simulations with force feedback for robotic microsurgery systems in laparoscopy, including GPU-based physics calculations.
- 3D simulator for surgical robots with kinematics.
- Research and development in tracking, utilizing OpenCV for marker or light source tracking.

October 2007
April 2010

UNIVERSITY OF VERONA

Researcher, Software developer

As a researcher in the field of computer vision, I developed a three-dimensional Surgical Simulator with deformable models and haptic feedback (OpenGL, GLSL shaders, GPGPU programming with GLSL and CUDA) for the European Project "AccuRobAs" (Accurate Robotic Assistant).

EDUCATION

September 2011
March 2012

YONSEI UNIVERSITY KLI

Class attendance certificate

At Yonsei University, in Seoul, I studied Korean language for 6 months (level 1 and level 2).

2004
January 2009

UNIVERSITY OF VERONA

Bachelor's degree in computer science

Computer Science, Information Technology, Web Design, human-computer interaction (HCI), database and Networking.

1998
2004

ITIS G. MARCONI (TECHNICAL COLLEGE)

High School Diploma - Information Technology

Computer Science, Information Technology, Programming languages (C++, Java, Assembly).
Web development (javascript, ASP/PHP, Database).

OTHER COURSES

October 2015

VECOMP SOFTWARE S.R.L.

Course attendance certificate

Advanced **Angular JS** course

LANGUAGES

Mother tongue

Italian

Abroad experiences

Ireland (Jan 2018 - March 2022)
South Korea (1 year)

	UNDERSTANDING LISTENING READING		SPEAKING INTERACTION PRODUCTION		WRITING
<i>English</i>	B2	B2	B2	B2	B2
<i>Korean</i>	B1	B1	B1	B1	B1

* B1 = Intermediate B2 = Independent User C1 = Proficient user

ADDITIONAL INFORMATION

Publications

INTERNATIONAL JOURNAL OF COMPUTER ASSISTED RADIOLOGY AND SURGERY
GPU based physical cut in interactive haptic simulations

Volume 6, Number 2, 265-272,

DOI: 10.1007/s11548-010-0505-9

(<http://www.springerlink.com/content/q86n64576651w8v2/>)

COMPUTER ASSISTED RADIOLOGY AND SURGERY

GPU based physical cut in interactive haptic simulations