

PERSONAL INFORMATION

Name	Walter Vitaletti
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WORK EXPERIENCE

Jul 2023 - Present

3D Artist, Unity Developer – Gsnet Italia

3D Modeler and Unity Developer for interactive experiences in Augmented Reality and Virtual Reality.

Mar 2023 – Jun 2023

Teaching at ITS Lazio Digital – Unity programming and development course

Co-teacher at ITS Lazio Digital for the game development course focusing on programming and development on Unity 3D.

Feb 2022 – Jun 2023

Research Fellow – Link Campus University

Involved in projects in the field of Game-Based Learning, Serious Games, and Gamification as a research fellow at Link Campus University.

Jan 2022 – Jun 2023

Surfacing Teacher – Rainbow Academy, Game Asset

Co-teacher for the Substance Painter and Substance Designer modules for Game Asset 4 and 5 courses at the Rome campus of Rainbow Academy.

Nov 2021 – Dic 2021

3D Optimization for Video Games Teacher – Bari Apulia Digital Maker

Lecturer at ITS Apulia Digital Maker in Bari for the course in 3D modeling, surfacing, and optimization for video games.

Dic 2020 – Feb 2021

3D Environment Artist – Softcare Studios - AREAL

AREAL is a virtual reality gaming experience designed to distract and relax young adult and adult patients with thalassemia and sickle cell anemia during blood transfusion procedures.

EDUCATION AND TRAINING

Oct 2020 – Jun 2021	Master's Degree in Game Assets, Characters, and Environment Creation for Video Games, Rainbow Academy, Rome (Italy) <ul style="list-style-type: none">▪ Modular Environment Modeling (Autodesk Maya)▪ Character Sculpting (Zbrush)▪ Texturing with Substance Designer and Painter▪ Game Engine (Unreal, Unity)▪ Marmoset Render
Oct 2015 – Jul 2020	Master's Degree, Communication Technologies and Languages, LM-59 Link Campus University, Vigamus Academy, Rome (Italy) <ul style="list-style-type: none">▪ Game Critics▪ International Business▪ Art Direction▪ Game Design▪ Sound Design▪ Game Development▪ E-Sport Management▪ Game Publishing

PROJECTS

Jun 2023	3D Artist VRoller – Hack and Roll 2023 - winning project
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Hosted by Lazio Innova, this virtual reality (VR) project allows users to experience the Teolo track, a downhill circuit that has hosted international championships in Italy.

PUBLICATIONS

2024	Innovative technologies in museums: a review of gamified augmented reality experiences, INTED2024 Proceedings, pp. 4338-4345. https://dx.doi.org/10.21125/inted.2024.1121
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2020	A Machine Learning approach for personal thermal comfort perception evaluation: experimental campaign under real and virtual scenarios. E3S Web of Conferences. 197. https://doi.org/10.1051/E3SCONF/202019704001 Evaluation of the Visual Stimuli on Personal Thermal Comfort Perception in Real and Virtual Environments Using Machine Learning Approaches. Sensors 2020, 20, 1627. https://doi.org/10.3390/S20061627
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