

Daniele Giannetti

Goal

Lead the architecture and technical development of the most cutting-edge AAA game engine on the planet.

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Credits

Halo Infinite – Principal Gameplay Architect
Destiny 2 – Havok Development
Fallout 4 – Havok Development

Experience

343 Industries - Microsoft

Principal Software Engineer – Architect, Game Foundation 08/19 – Present

Principal Software Engineer 09/18 – 07/19

Senior Software Engineer 10/16 – 08/18

- Architect development of complex changes to meet perf and memory budgets.
- Provide continued technical guidance to all gameplay teams.
- Identify areas of risk, perform deep technical dives and help teams succeed.
- Ensure a solid long-term roadmap for the studio AAA engine.

Havok - Microsoft

Senior Developer Relations Engineer 12/15 – 09/16

Developer Relations Engineer 10/13 – 11/15

Software Engineer 07/11 – 09/13

- Directly support AAA games customer using Havok technology.
- Provide onsite assistance with product customization/optimization.
- Participate in Havok SDK product development and R&D.

PERCRO Laboratory

Research Assistant 12/10 – 06/11

- Develop a new VR Graphics Engine based on OpenGL.
- Maintain the PERCRO Network Renderer, a cluster rendering system.

Università di Pisa

Master of Computer Engineering (Laurea Specialistica) 09/08 – 12/10

Bachelor of Computer Engineering (Laurea Triennale) 09/05 – 07/08

- Laurea and Laurea Specialistica - 110/110 cum laude.
- Completed the Università di Pisa Excellence Curriculum.
- Cisco Certified Network Associate (CCNA) certificate.

GDC 2022 – One Frame in ‘Halo Infinite’

Talks

Skills

C++, C, x86 assembly, Python, Lua, C#, php, Java, OpenGL, GLSL, Perforce (P4), Git, SVN, MySQL, Matlab.

Languages

*English – fluent
Italian – native*