

Contact

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www.linkedin.com/in/alanmattano
(LinkedIn)

mattano.artstation.com/ (Personal)
pininfarina.it/ (Company)
germanfrers.net/ (Company)

Top Skills

Industrial Design

3D Modeling

Concept Design

Languages

Italian (Native or Bilingual)

Spanish (Native or Bilingual)

English (Professional Working)

Chinese (Elementary)

Certifications

Udemy certified C# programming

Patents

Motorola Communication Device
1988 Auto Stable Sail patent:
TO2004A000061

Alan Mattano

CTO Soaring Stars lab

Varese

Summary

Overview

* Corporate generalist attorney with substantial in-house Design experience. High premium on providing preemptive 3D support. Focus on intellectual property, Design drafting and union negotiation.

* Interested in early-stage startups as well as companies “on the bubble.”

* Aerodynamic exec with broad experience in all aspects. Application Developer, Environment Administrator, and Project Manager in a wide variety of business. Particularly interested in client and relational design. Always interested in migration projects, as well as close interaction with the manufacturers.

* Licensed Transportation Car Designer focused on Aerodynamics and consulting services. Specializing in Aerodynamics, 3D Math & Render services. Interested in academic work as well, and perhaps advising corporations on Industrial design process.

Specialties: NASDAQ Broker * Yacht and Car Designer, Competitive Aerodynamics analysis, Inventor, Patent consultant, 2d Sketching & drawings, Branding, 3D Math Design & Rendering. * Film maker, 4-color process, pre-press, storyboarding * Photoshop, Painter, Rhino, Alias, Air, BMRT, Premier x-foil, Aero-layout, DesignFoil, DataBase, Video Games, OpenGL, C++ scripts.

Glider Pilot, Composite Lamination

Wind Surfing, Sail Production, boards production

Experience

Soaring Stars lab

Chief Technology Officer

2013 - Present (8 years)

Ai, ANNs, VR, XR, AR, ECS, DOTS, development.

DAD: Digital Airfoil Designer

FSS: Flight Soaring Simulator

Alan Mattano

11 years

SoaringStarsLab Studio & Research

January 2012 - Present (9 years 8 months)

<https://www.youtube.com/watch?v=AcGxMhnTe0I>

2020 FSS Flight Soaring Simulator 20 (Vr. Alpha)

- > ARM, x86 32, 64Bit and Dx12 DAD beta C# build compatibility
- > Fabric simulation modeling using Marvelous Designer
- > UV mapping texture projection using RizomUV
- > Unity Asset Store 3D models resources

2019 DAD - Digital Airfoil Designer

- > Ai: Jupyter Notebook Python API tools.
- > Mix Reality (XR): DAD OpenVR
- > DAD Vr. Alpha:
- > Mixed Reality (MR) FFS19

2018 FSS - Flight Soaring Simulator 18 (Vr. Pre-Alpha)

- > Vegetation: 3D virtual environment using SpeedTree
- > Raytracing Render close to realtime made using: Otoy Octane
- > Ai TensorFlow Python airfoil
- > DAD Vr. Pre-Alpha: <https://www.youtube.com/watch?v=AcGxMhnTe0I>
- > Augmented reality (AR) exploration test

2017 SoaringSimulator 2017 pre-alpha

- > Virtual Reality (VR): Oculus Rift integration
- > Automatic patching self-updating system,
- > Post Process Effects & Dx12
- > http://soaringsimulator.mattano.com/website_new/2014_alpha_10/

2016 C# Unity5 FSS Private 6 pre-alpha

- > Aerodynamics and Branding
- > Windows Installer & WIX XML code language
- > GPU Shaders code language, Dx11

2015 Java Unty4 FSS Private beta 5

- > PHP Voice multiclient communication

- > PayPal automatic PHP payment system
- > Blockchain exploration

2014 CryEngine Private Prototype 4

- > Ai vs humanity game name: "Unreal Unity" or "The Unreal Unity"
- > Large 3D virtual environment scene

2013 UnrealScript FSS Private beta 2

- > [Dx10-11, Tessellation, Visual Shaders & Materials]
- > UDK shaders and post process effects

2012 AngleScript FSS Private beta 1

- > [Dx9, PhysX, OpenGL]
- > Using RAD game engine

Singularity research

2010 - 2012 (2 years)

Gaia

Making ALMA Law

SoaringClouds

Business Owner

March 2008 - January 2018 (9 years 11 months)

CEO & CTO

Germán Frers

Consultant

2007 - 2010 (3 years)

Consultant

Pininfarina

Car Designer

1999 - 2006 (7 years)

Car Designer

Education

Treehouse

Unofficial Badge Software Engineer, C#, PHP, CSS, HTML5 · (2015 - 2016)

Istituto Europeo di Design

97/100p (IT: 29/30), Transportation Design · (1996 - 1999)