Elia Orsini

Glasgow

Scotland

elia.orsini@hotmail.com

Website / Portfolio: elia-orsini.com

Github: github.com/elia-orsini

EXPERIENCE

Junior Software Developer — IMG ARENA — Oct 2022 / Present

- Part of the 3D Labs team developing 3D interactive experiences for the sports industry.
- Built custom frontend solutions using React, Redux, Node.js, WebSockets, Bootstrap CSS and Electron.
- Throughout this role, I used many different technologies including Unreal Engine, Babylon.js, Blender and React to produce 3D virtual experiences able to run on the web, on VR headsets but also on any OS.

Three.js Lead — Houses of Rome — Jan 2022 / July 2022

- Software developer in charge of the Three.js team to develop interactive 3D experiences for the browser using React and Next.js.
- Worked side by side with front-end developers and 3D artists to ship optimised 3D environments able to run on most devices.

Freelance 3D Graphic Designer — Nov 2019 / May 2022

- Work remotely with music artists based all around the world to convert their idea of music into visually appealing and creative cover arts.
- I was the art director and designer of multiple music events in Italy for which I developed their marketing material.

Freelance Photographer — Feb 2018 / Nov 2021

- Plan and direct photoshoots to match the brand image of clients. I worked with models and art directors to reach a coherent and creative vision for various projects.
- A fundamental requirement has been the ability to visually represent many different ideas in a timely and effective manner.

PROJECTS

BLENDER WEB VIEWER — A 3D web viewer for Blender to model 3D assets for the web in the most efficient way possible.

- Used React with React Three Fiber to render the 3D scene in the browser.
- Written a plugin in Python to export 3D objects from the Blender scene in the correct format.
- Added different options to set different lighting conditions to help visualise the 3D models.
- The Github repo has received 50+ stars.

ARCHIVE.PDF — A progressive web app to host fashion documents and articles.

- Added Github automatic workflows, CI pipelines with custom linting rules and other tools to increase efficiency of the team and reduce bugs.
- Designed and implemented a solution to reliably search by keyword through the entire content on the website.
- Implemented rate limiting to handle spikes in traffic.
- Created React components and used TailwindCSS to style the website in accordance to the given Figma guidelines.

TECHNICAL SKILLS

Proficient in: TypeScript, JavaScript, Python, CSS

Libraries/Frameworks: React, Next.js, Redux, RESTful APIs, GraphQL, WebSockets, TailwindCSS, Strapi, Babylon.js, Three.js, Remix, Prisma, React Three Fiber, SQL, Bootstrap, Redis, NumPy, TensorFlow

Softwares: Unreal Engine, Blender, Adobe Suite, Marvelous Designer, Processing

Tools: Git, Vercel, Figma, Github workflows, Postman, Docker, Bash, Google Colab, Geometry Nodes, Draco, Google Analytics

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EDUCATION

University of Aberdeen: BSc Hons Computer Science — 2019/2023 — 1st

My dissertation project delves into whether LLMs suffer from cognitive biases. I created a custom frontend platform able to store multiple datasets for LLMs, adapted psychology experiments from the literature and conducted them on GPT-3.5 to test whether this Large Language Model suffers from the same biases as humans do.

FURTHER SKILLS

Teamwork: I am skilled in working in teams thanks to many years of experience in different situations. These include working in remote teams in startups and companies, collaborating and contributing in my free time to small tech projects and playing in a basketball team for over ten years.

Time-management: By working as a commission-based artist, I can manage deadlines and organise my time effectively to complete many different projects at the same time. I have been able to manage a full-time job and a full-time university degree in 2022 and I have worked a part-time job in 2023 while completing my studies.

Interpersonal skills / Negotiation: As a freelancer, I built my own network of clients. I know how to negotiate and I can be reasonable in finding compromises. I know how to talk to customers and how to promote my work. I estimate fair prices for the work done taking into consideration the price range of the market and by self-evaluating my skills.