

Daniel Inversini

XR ENTREPRENEUR, SOFTWARE ENGINEER, XR PROTOTYP ENGINEER, XR TECHNOLOGY CONSULTANT & LECTURER

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"Daniel's overall performance combined with his professional competence led to our full satisfaction. His approach to work was proactive and dedicated. He accomplished duties and responsibilities in a reliable and independent manner, and demonstrated leadership qualities while supporting junior members of the team" - Disney Research Engineering Manager

Work Experience

Paw Experiences GmbH

Switzerland

Founder, Engineer

Feb 2023 - ongoing

At PawExperiences, we are committed to delivering innovative XR solutions that enhance user experiences and drive business growth. We are specializes in developing cutting-edge XR solutions using Unreal and Unity technologies.

Meta / Facebook Reality Labs / Oculus

Zurich, Switzerland

Prototyp Engineer XR / Software engineer

June 2021 - Dec 2022 (fixed contract)

Research, design and creation of prototypes for unreleased XR technology, influencing feature development and road maps. Implementing Presence Platform APIs into Unreal Engine and Unity Engine, CI&CD and Sample development for multiple pillars, released to public SDKs and APIs. Working with and supporting multiple cross-functional research teams with various (senior) engineering roles. Member of internal experiences team for blue sky research projects, defining the MR direction.

FFHS.ch

Zurich, Switzerland

Lecturer (Part-time)

June 2021 - Sept 2022

Teaching Game Development for computer science bachelor students. Structure of an entire course with teaching materials, exams, projects and lectures.

BearingPoint

Zurich, Switzerland

Senior Technology Consultant & Engineer XR

July 2020 - May 2021

Establish the AR/VR competence center, consult and lead implementation of best-practice AR/VR projects and solutions. Providing offering, reviews, concepts, PoC's, MVP's and complete XR software solutions with state of the art technology to internal and external partners in a wide variety of industries. Member of multi interdisciplinary teams and projects, responsible for XR modules and lead position for general software engineering and design.

ESRI R&D Zuerich

Zurich, Switzerland

R&D Software Engineer XR, SDE II

March 2019 - June 2020

Developing XR components for urban planing and ESRI Cityengine. Major platforms and environments include Unreal Engine, VR- and AR professional devices, JIRA&Confluence, Github Enterprise, Git&SVN. Responsible for planing, implementation, supporting junior members, automated CI/CD, estimating project and tasks, QA sync team- and labwide. Member of the DevOps team.

Hexagon Geosystems, Leica

Zurich, Switzerland

R&D Software Engineer XR

Feb 2019 - March 2019

Software engineer digital twin project.

Disney Research Zuerich

Zurich, Switzerland

R&D Software Engineer

June 2017 - Feb 2019

Key Member of the Digital Platforms and Applications group. Digital Platforms group at Disney Research Zurich was developing new concepts for the future formats of media entertainment. It leveraged advanced technology that was created within Disney Research, including digital distribution, machine learning, artificial intelligence, video processing, real-time computer graphics, immersive augmented reality and big data analytics. The goal of the team was to build and test prototypes for premium media experiences for the coming generation of audiences, customers and guests. Responsible for system architecture, implementing, supporting junior members, estimating project and tasks. Member of the software engineering group in Disney Research.

eoscop AG

Software Engineer

Lead / Deputy responsible for the entire development team (10 developers). Eoscop AG provides various modules for logistic companies.

Websites, scanners, routing algorithms, invoicing modules, business to customer (B2C) solutions, and more. Responsible for invoicing modules (B2B, B2C), product owner for B2C solutions, furthermore lead on database design and internal processes (scrum, pull requests) and customer interfaces.

Niederbipp, Switzerland

April 2009 - Aug 2017

MDC Max Daetwyler AG

Software Engineer

Apprentice as software developer. Final thesis on Automatic measurement of laser stability to engrave.

Bleienbach, Switzerland

Aug 2003 - March 2009

Education

MIT / Massachusetts Institute of Technology

xPRO Virtual Reality and Augmented Reality Program

Remote, USA

2022 - 2023

FFHS.ch / Fernfachhochschule Schweiz

CAS Advanced Game Development, 10 ECTS. 5.8/6

Zurich, Switzerland

2020 - 2021

Berner Fachhochschule BFH / University of applied sciences Bern

Bachelor of Science in Computer Science; Specialisation in 'Computer Perception and Virtual Reality'

Bern, Switzerland

2012 - 2017 (part-time)

Technische Berufsmaturität Bern

Extra-occupational maturity diploma

Bern, Switzerland

2008 - 2010 (part-time)

Gewerblich- Industrielle Berufsfachschule Langenthal

Professional school

Langenthal, Switzerland

2003 - 2007 (part-time)

Selected Awards and Patents

Best of Disney finalist

TWC - The Walt Disney Company

CARDINAL, a tool to create a 3D animated preview in real-time was elected as finalist. Multiplatform software with XR modules, lead engineer, technologies included: NN, Unreal, NLP, Unity, Typescript, Electron, C++ /

Worldwide

Patent: US20190107927A1

USPTO

Automated storyboarding based on natural language processing and 2D/3D pre-visualization.

Worldwide

Patent: USXXXXXXXXXX

USPTO

System and Method for Representing and Reasoning of Scripts using Natural Language Processing.

Worldwide

Skills

Programming Unreal Engine 4/5, Unity Engine, SQL, C#/.net, C++, Blueprint (Unreal), Python

Miscellaneous AWS, Docker, Jenkins, MS-SQL-Server, Hg/Git/SVN/Bitbucket/Jira/Confluence/TFS, custom infrastructures and pipelines

Projects

UE4 Kingdom Builder Clone with AI

FFHS.ch

A fully function-able adaption of the classic "Kingdom Builder" (Game of the year 2021) with several novel concepts. We do not only attach particular importance to the correct design of the game and the rules of the game, no, there was also a focus on the software architecture, procedural maps for endless fun, a multiplayer component and AI.

Zurich, Switzerland

2021

Thesis

Berner Fachhochschule BFH

Unity 3D Server for CAVE-Rendering. Recreate a outdated CAVE with motion tracking and custom hardware to break down development cycles from months to minutes.

Bern, Switzerland

2016

Private Projects

Private

AWS lambda functions & workflow for automated gel analysis for vaccine development, HTML5 App & AWS pipeline for automated image processing in customer engagement for horse treatment and tracability. UE/Unity VR applications for education on health professions.

Langenthal, Switzerland

Classic Cars

Private

Owner of a self-restored US car (Mustang II 1976) & DIY Van in progress

Langenthal, Switzerland

Sports

Curling

Semi professional curling player. Highest national league, few international appearances per season.

Switzerland, Europe

2005 - 2022

Languages

English	Full Professional proficiency
German & Swiss German	Native proficiency
French	Basic

References and certificates available upon request.