

Daniel Sartorato

Senior Interactive Applications Developer · 3D · VR · Multimedia

Senior developer with seven years of experience creating mobile, VR, web, and interactive applications. I currently work at Web'ngo / TopTouch as a Senior Interactive Applications Developer, combining software engineering with interaction design and visual storytelling for museums, public spaces, products, and people.

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EXPERIENCE

Senior Interactive Applications Developer

Feb 2022 — Present

Web'ngo srl / TopTouch · Dosson di Casier (TV)

- Design and development of interactive applications for museums, public spaces, Android devices, VR headsets, and Windows touchscreen kiosks.
- Unity and C# development for multilingual experiences, audio content, touch interfaces, LiDAR-based interaction, and long-running unattended installations.
- Development of a React, TypeScript, and Three.js boat configurator with a Node.js backend, saved configurations, and PDF generation.
- Python development and implementation of tailored AI assistants using OpenAI technologies.
- Projects delivered for exhibitions and museums including La Fabbrica della Scienza in Jesolo, the Museo della Grande Guerra in Vittorio Veneto, and the Primoljo multimedia museum.

SKILLS

Programming languages

C · C# · Python · JavaScript · TypeScript · HTML

Web development

React · Node.js · Three.js · React Three Fiber · Vite

3D & interactive

Unity · Unreal Engine · VR · LiDAR

Platforms & tools

Android · Windows / UWP · Addressables · OpenAI · Git

Creative

Adobe Premiere Pro · Adobe Photoshop · Video editing · Storytelling

VR Application Developer

Sep 2019 — Jan 2022

Web'ngo srl · Dosson di Casier (TV)

- Development of immersive Android VR applications using Unity and Unreal Engine.
- Implementation and testing of interactive 3D experiences, with particular attention to usability and runtime performance.

REPRESENTATIVE PROJECTS

Primoljo Multimedia Museum

Three Unity-based installations: a multiplayer touch quiz, a multilingual infototem, and an interactive wall with LiDAR input.

Vizianello Boat Configurator

Interactive 3D web application for configuring a custom boat and producing a shareable technical summary.

LOST IN JAPAN

Personal vlog series combining editing, color correction, pacing, and visual storytelling.

EDUCATION

Bachelor's Degree in Computer Science

Università Ca' Foscari Venezia

2012 — 2023

Thesis: Internship project at Web'ngo Italia srl

LANGUAGES

Italian

Native / C2

English

Advanced · C1 comprehension and interaction, B2 production