

## PERSONAL INFORMATION

## Fabrizio Funtò



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Sex Male | Date of birth 22/09/1957 | Nationality Italian

## PERSONAL STATEMENT

Innovation designer

Consent to the processing of personal data:

The undersigned, having acquired the information referred to in Article 10 of Law 675/96, in accordance with Article 11 of the same law, and in accordance with Law 196/2003, grants his consent to the use of his personal data for the purposes permitted by law.

Fabrizio Funtò

## WORK EXPERIENCE

2017–Present

**Partner & Creative Director**

Verba Srls

21, Largo Cristina di Svezia, 00165 Rome (Italy)

[www.verba.website](http://www.verba.website)

Products:

Verba Appia - [Concept, texts, production supervision, dubbing direction, programming direction] - Innovative format to bring immersive stories to visitors of the Via Appia Antica, with original stories and music by Maestro Gianfranco Plenizio. Stylistic innovation of the texts in collaboration with and with the contribution of analysis by Prof. Tullio De Mauro

Patents and Formats

**Business or sector** Arts, entertainment and recreation

2006–Present

**Technical and Creative Director - Partner**

Hyperreality LLC, Los Angeles (United States)

[www.hyperreality.com](http://www.hyperreality.com)

Innovation designer.

Products:

Hyperview technical demo - [Project Coordinator] - In-house development and patents: live multi-angle cloud-based vision system, with the ability to perform virtual transitions and immersive real-time 3D scene reconstruction

Hyperbiographies - [creator, production supervisor and script programmer] - Interactive attraction for the Roman National Museum that allows the public to interact with gestures (detected by kinect-2 with original gestures management) with family groups of the Julio-Claudia dynasty from Octavian Augustus to Nero, on 3D platform.

Monsters - [Project Coordinator] - Laser animation show on the external and internal facades of

Palazzo Massimo, on the occasion of the exhibition "Monsters".

[Business or sector](#) Information and communication

## 2014 **Innovation Design**

**Università Suor Orsola Benincasa**, Neaples

Innova Lab design — Technologies and operations for 3D productions

**Toy Museum access detection design** (includen into the University)

3D character animation demo (Pinocchio) of the Toy Museum

## 2008–2012 **R&D Consultant**

Activision | Blizzard, Santa Monica, CA (United States)

[www.activision.com](http://www.activision.com)

R&D at Studio Central

**Urban environment automatic reconstruction**

**Face expressions reconstruction and modelling tool**

EU Projects Supervisor

[Business or sector](#) Arts, entertainment and recreation

## 2004–2007 **CEO**

Digital Pictures Srl, Rome (Italy)

Chairman: **Gillo Pontecorvo**

Products:

1. **ISIDE**: satellite distribution project for films and alternative content in digital cinemas, in cooperation with ESA, European Space Agency
2. **Digital Party®** Pavilion for the Rome Film Festival
3. CESV (Advertising 3D Animation)
4. ACEA (Documentary Video)
5. Telespazio (Real-Time Motion Capture by Prof. Piergiorgio Odifreddi)
6. 3D display stereo system Pegaso / **Palazzo Chigi in Ariccia** for the Province of Rome
7. Fargo Movies
8. **The Dubbing Game®** (Realization for the Rome Film Festival)
9. **Global Stage®**, (Satellite interconnection format of virtual sets)
10. **Blue Games™** (Patent for the creation of animated games connected to PCs and Consoles)

[Business or sector](#) Innovation designer

## 2004 **Art Director**

Virtuality Conference, Turin (Italy)

[www.viewconference.it](http://www.viewconference.it)

Artistic and Managing Director of the "Virtuality Conference" (now "View Conference") for the first 4 editions.

Director of Public Relations and Communication

Creator and producer of the "Digital Delirium" - final show of the Conference's work

## 2004 **Technical Director**

Miss Digital World, Neaples (Italy)

First Beauty Contest for virtual three-dimensional models, together with Franz Cerami and with launch, promotion and related events. The initiative gets more than a thousand articles (from CNN to

ABC, from Wired to BBC, to the most important national newspapers and magazines) and presence in tens of thousands of Internet sites, with global coverage

**Business or sector** Arts, entertainment and recreation

1999–2005 **C.E.O.**

Softdesign Srl, Rome (Italy)

Director of Operations  
General Manager  
Responsible for the activities at Lumiq  
Video Game Designer  
Technical Responsible for Production

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Products:

1. Study on the renovation of Fiat's **Virtual Center for Design**
2. **VirtualPort**, interactive App for navigation in Italian ports
3. **Alcatel VR** attraction to illustrate at CeBit 2003 the entire range of technical products and domestic consumer services of Alcatel
4. 3D simulation module of the **ISS international space station** for cosmonauts, for Alenia Spazio
5. **Virus**, an interactive 3D game to learn the features of BLU's telephone offer (distributed in 1 million copies)
6. Acquario di Genova: **Nel Blu**, interactive 2D game to learn about Mediterranean fish species, distributed in 500,000 copies for Costa Multimedia
7. **Flying brooms**, 2003 (Exhibition Experimenta, Piedmont Region)
8. **Virtual Aquarium**, 2002 (Exhibition Experimenta, Piedmont Region)
9. **Magotti**, an interactive 3D game for Ferrero coordinated with the videotape cartoon, the website and merchandising, distributed in 700,000 copies in Ferrero's packaging.
10. **Winneropoli**, 3D Internet gaming site for Leo Burnett
11. **"On-the-Road"**, 3D site developed to simulate a route on a scooter connected with the entry of the licence and the points licence, for the Ministry of Transport
12. **Sacra di San Michele**: elaboration of a 3D attraction of the abbey that inspired Il Nome della Rosa (The Name of the Rose) by Umberto Eco, Virtual Reality & Multi Media Park Spa.
13. **Soffas-Camomilla** paper, 3 advertising episodes in 3D character animation for Yung&Rubicam
14. **Acqua Lete**, an advertising episode in 3D character animation for Yung&Rubicam
15. Danone: first Italian advertising created entirely with the Character Animation 3D technique)

2004 **Author**

Enciclopedia Treccani, Rome (Italy)

Writer of Special Effects and Visual Effects entries for the Cinema section

1998–1999 **Studio Dept. Director**

ACS - Advanced Computer Systems, Frascati (Italy)  
[www.acsys.it](http://www.acsys.it)

Head of the STUDIO Division  
Head of the Virtual Reality production group

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Products:

Virtual Reality:

1. **The Roller Coaster** [1999] (Simulation in Virtual Reality for the Museum of Technology in San Jose, California (USA))
2. **La Domus Aurea** [1999]: (Virtual Reality, promotional, used for the worldwide launch of Silicon Graphics' Visual-Workstations based on Windows NT, 11 January 1999)
3. **El Nino Project** [1999] (Three-dimensional Virtual Reality Simulation on satellite data. Client: E.S.A., European Space Agency)
4. **The Ancient Mysterious City** [1998], (Virtual Reality to illustrate the discovery of the mysterious fresco in the cryptoporticus of the Baths of Trajan).  
3D graphics:
5. **Project 242** [1999] (3D animation with special effects to illustrate the Landing Rubies Project on

Mars. Client: A.S.I., Italian Space Agency)

Virtual Sets:

6. Virtual Set for "Quark Speciale" on Leonardo da Vinci [1999] (Workshop of Leonardo and virtual reconstructions of the Castello Sforzesco and Piazza della Signoria. Client: RAI)

Multimedia database:

7. Scuola Nazionale di Cinema of Italy [1999] (La Cineteca)

European or National projects:

8. **Parnassos: ArtMAster** [1998] (Project for the automation of navigation under the surface of paintings and pictorial works, using images obtained with infrared reflectography. In association with Editech and EMA, IRTS)

9. **Parnassus: CineRecover** [1998] (Project for the creation of a digital software for the automatic restoration of damaged cinema films. In association with Cinencittà Holding and the Fondazione Scuola Nazionale di Cinema)

10. **Assavid** [1999] (European project under the Fifth Framework Programme for the creation of digital archives in large showcases of broadcasters. In association with the University of Florence, BBC and others)

[Business or sector](#) Information and communication

## 1999 **Art Director**

Cinecittà Spa, Rome (Italy)

Artistic and Organisation Director of the first Italian Conference on Special & Visual Effects - for Cinecittà Spa - in collaboration with Director **Gillo Pontecorvo**.

## 1990–1998 **General manager**

Infobyte Spa, Rome (Italy)

Technical Director

Programmers responsible

General Manager

Creative Director for Multimedia Productions

Creative Director Virtual Reality

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Products:

Advanced **Virtual Reality** productions:

1. Virtual Exhibitor [1997].
2. Raphael's rooms [1997].
3. The Electromagnetic Power Station at Entracque [1997].
4. In Search of the Holy Grail [1996].
5. The Colosseum [1996]
6. The Electromagnetic Field [1996]
7. The Virtual Balance [1995]
8. The Tomb of Nefertari [1995]
9. The Basilicas of St. Peter [1995].
10. The City of Giotto [1994].

**Virtual Sets:**

1. Format [1997] (for RAI: The Alma Tunnel [the accident to Lady Diana], Volcanic Risks [2 episodes], Top Secret [the series])
2. Environment League [1997] (Advertising spot)
3. Valleverde [1997] (Advertising spot within Domenica In)
4. 1000 days to 2000 [1997] (For Swiss television IST)
5. Venice Film Festival [1996] (Together with RAI and ENEL)

**Multimedia Databases**

1. Telecom Italia Materials Catalogue [1997]
2. Image Data Bank [1994-97]
3. A.O.I. (Automation of Operations and Information) [1994-1997].

**CD-ROM and Multimedia Applications**

1. Angels [1997].
2. Rome In The Cinema [1997]
3. The Witch Prize [1997].
4. The Bourgeois Gallery [1996]
5. Fellini [1996].
6. Mammals [1996].
7. Monkeys [1996]
8. Ophidia [1996].
9. Rome Capital The projects [1996]
10. Hypermap [1991-1996]
11. The Italian Metamorphosis [1995].
12. Our Lady of Guadalupe [1995].
13. Ecosystems [1995]
14. The Normans [1995]
15. The Oasis of Alviano [1995]
16. SimCasa [1995].
17. Heron [1994].
18. Vatican Museums [1994].
19. The Electric Car [1994]
20. Draw Your Snoopy [1993]
21. Pietrafitta finds [1993]
22. The Restoration of the Cadres [1992]
23. The Restoration of Statues [1992].
24. The Energy Island [1992]
25. Energy and Music [1991].
26. Energy at the Cinema [1991]
27. Paint with a finger [1990].
28. Fragonard and Gericault [1990].

**Web and Internet Sites**

1. Moby Dick [1997] (Graphics and functionality for the homonymous transmission conducted by Michele Santoro on Mediaset networks. Client: Athena 2000)
2. The Oasis of Burano [1997] (Contains a first example of 3D reconstruction entirely navigable on the Internet, and all the data of the oasis protected by WWF. VRML and HTML on UNIX servers. Video streams and webcams. Client: Telecom Italia Spa)
3. Web.@uthor [1996-97] (Initially designed to enable Enel to publish its information on the Internet, the author system has evolved and entered into use at INPS. Customers: ENEL and INPS)
4. WWF [1996-7] (Official Website of WWF Italy, Client: WWF Italy)
5. CRT - Pisa [1996] (Graphics and functional components of the site of the Centre for Thermodynamic Research of Pisa. Client: CRT Pisa)
6. ENEL [1995] (First Official Site of the Electricity Company, complete with firewall and on-line assistance, presented during the UNIPEDE conference in Cagliari - world meeting of the companies producing Electric Energy. Client: ENEL)

**European or National projects:**

1. Hypermuseum [1997] (European Project within the Fourth Framework Programme, for the definition of data exchanges between museums, thematic navigation on the Internet, managed by special Service Centres, in collaboration with the Civita Consortium.

1987–1990

**C.E.O.**

Sythesys 77, Rome (Italy)

Courses planner.

C Language Instructor

Novell Networks Instructor

Xerox Ventura Desktop Publishing Instructor  
 Instructor and programmer DBase II, DBase III and Clipper  
 Courses on IBM Profs for ENI  
 Instructors courses on Microsoft Works for Mediaset

1985–1987 **Author**

Casa Editrice Laterza, Rome (Italy)

- Ludwig Wittgenstein: "**Secret diaries**" - [Study, editing, translation and information systems].
- E.J.Lemmon: "**Elements of Logic** - With resolved exercises" - [In collaboration with Massimo Prampolini for the second edition, curator of the exercises and programming on Olivetti M24]

1985–1989 **Teaching professional**

Secondary School "San Paolo", Rome (Italy)

- Computational Languages (Pascal, Basic)
- Logic
- Semiotics

EDUCATION AND TRAINING

1972–1977 **Diploma**

G.B.Morgagni Secondary school, Rome (Italy)

1977–1982 **Magistralis Lauream in Philosophy**

University of Rome "LA Sapienza", Rome (Italy)

Degree Reader Prof. Tullio De Mauro

"The concept of the Rule in David Hume and Ludwig Wittgenstein  
 110/100

PERSONAL SKILLS

Mother tongue(s) Italian

Other language(s)

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken interaction	Spoken production	
English	C1	C2	B2	B2	B2
German	B1	B1	B2	B1	B1

Levels: A1 and A2: Basic user - B1 and B2: Independent user - C1 and C2: Proficient user  
Common European Framework of Reference for Languages

Communication skills

- Excellent communication and interpersonal skills
- Ability to hold conferences, lectures and courses
- Excellent level of creative writing / screenplays / game design

Organisational / managerial skills

- Excellent management skills exercised as General Manager of companies with more than 100 employees
- Excellent leadership skills

- Ability to design and implement innovation and companies transformation

**Job-related skills**

- Excellent capacity to direct and manage production
- Custom to Project Management and Quality Control

**Digital skills**

SELF-ASSESSMENT				
Information processing	Communication	Content creation	Safety	Problem solving
Proficient user	Proficient user	Proficient user	Independent user	Proficient user

Digital skills - Self-assessment grid

- Office
- Premiere
- Photoshop
- Maya
- Pro-Tools