# Aimone Bodini

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## Work Experience

### R&D Engineer
10/2023 – Present
Target3D – London, UK

- Directed rigorous testing and evaluation of experimental hardware and software technologies, fueling internal insights to uncover novel use cases and business opportunities. Translated findings into strategic initiatives, enriching client offerings.
- Hands-on development across the entire technical stack, encompassing product IP, integrations, custom design and engineering solutions, studio pipeline and toolkit advancements.
- Provided technical support services and conducted technology demonstrations for various clients and industry partners on MoCap systems, haptic gloves, Spatial Computing, and Virtual Production.

### Researcher – Emerging Technologies
02/2020 – 10/2023
StoryFutures  – London, UK

- Designed, conducted, and published research on using emerging technologies (Augmented and Virtual Reality, Artificial Intelligence, Internet of Things, Digital Twin, Metaverse) to advance the current Film/TV production process.
- Conducted iterative processes adopting co-design and design thinking approaches.
- Analysed user requirements through qualitative and quantitative techniques from 200+ stakeholders.
- Developed 3D immersive wireframes, executed A/B testing and usability testing.
- Delivered a functioning UX Design prototype of an innovative XR workflow (Virtual Production) for Film/TV professionals evaluated as ready to be implemented in the industry context.
- Experience going through the product lifecycle and writing technical documentation.

### Project Manager & XR Specialist
09/2016 – 01/2020
Proxima Milano – Milan, IT

- Provided consultancy to clients when building innovative and custom design strategies involving immersive technologies. Responsible for coordinating up to 15 people.
- Bridged the gap between technical development and clients' needs by collaborating with cross-functional teams and by balancing resources, budget and time at disposal resulting in 20+ productions.
- Developed new business opportunities for a total of €900k over 3 years and reinforced existing relationships with clients.

### Intern
09/2015 – 03/2016
Bully Entertainment – Baltimore, USA

- Conducted market research and analysis to generate reports and share insights on market trends and development in the XR industry.
- Supported the R&D of a Google Cardboard VR game (Captain America: Civil War) by executing QA testing and reporting.

## Technical Skills: Design Thinking, Spatial Computing, IA , Adobe Suite, Figma, Miro, Mural, Blender, SQL, C#, Unity, Python, GSuite, AWS, Asana, Jira.  GitHub, Google Scholar

## Education

### PhD – Innovation Design
02/2020 – 10/2023
Brunel University London – College of Engineering, Design and Physical Sciences

### BA – Digital Filmmaking
09/2013 – 04/2016
SAE Institute / Middlesex University

- BA Thesis (First Class Hons.) published as a book by the former World VR Forum "*Narrative language of virtual reality*", subsequently paving the way to speak at 15+ international events.

## Sport: Competitive Tennis player 12-18 y.o. – Junior World Best Ranking #187. Certified Coach (FIT)