

Mariano Pugliese

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Working Experience

2022-07 – Current

Game Developer - Full-time

WiredFly – Aarhus, Denmark

On stop-motion videogame "Vokabulantis" (vokabulantis.com):

- Development of gameplay prototypes.
- Development of gameplay mechanics, systems, and editor tools through Unreal Engine 5 visual scripting and C++.
- Development and design of UI and graphic elements.
- Research and development in localisation and accessibility.

2022-05 – 2022-07

Prototype Designer and Blueprint Systems – Internship

WiredFly – Aarhus, Denmark

On stop-motion videogame "Vokabulantis" (vokabulantis.com):

- Development of gameplay prototypes.
- Development of gameplay mechanics, systems, and editor tools through Unreal Engine 5 visual scripting.
- Assistance on Unreal Engine 5 visual scripting to other designers and artists.
- Feedback and development of story and gameplay grounded in social cognition and on cognitive semiotics representations of interaction, metaphors, languages, and cultures.

2022-03 – 2022-05

Jr. Concept Artist and Designer – Internship

WiredFly – Aarhus, Denmark

On stop-motion videogame "Vokabulantis" (vokabulantis.com):

- Development of game stage and environment, creation of 2D and 3D props and secondary characters.
- Set dressing in videogame and cinematic engines Unreal Engine 4 and 5.
- Feedback and development of story and gameplay grounded in social cognition and on cognitive semiotics representations of interaction, metaphors, languages, and cultures.

2020-01 – 2023-08

Scientific Advisor and Research Projects Coordinator - Freelance

HumanLab – Horsens, Denmark

- Assisted with projects planning and fundraising responsibilities.
- Helped in developing formative interdisciplinary workshops on "Human bodies and minds in communication", "Empathy with a medical mask on", "Nordicomaedia", and "TRIC – Digital Democracies".
- Supported planning and organising a series of engaging events with university students.
- Project management and executive producer for "TRIC – Digital Democracies", including supervising the development of two mobile apps in collaboration with VIA IT University College Horsens.

2021-09 – 2021-10

UX Designer, Web Developer – Internship

Circular Innovation Lab – Copenhagen, Denmark

- Design of user experience and user interface for the sustainability think-tank's e-shop "ShopC".
- Counselling on language management in HR, design guides and multi-vendor documents.
- Counselling on writing and scripting of video ads and communication strategies to end-users.

2021-09

Illustrator - Freelance

Department of Psychology and Health Studies, University of Saskatchewan – Saskatoon, Canada

- 3D and 2D illustrations for academic paper on joint agency.
- 3D illustrations and animations for ass. prof. Janeen Loehr's website, lectures, and presentations.

2020-09; 2021-09

Guest Speaker

Aarhus University – Aarhus, Denmark

An introductory talk to students of the Social Minds bachelor supplementary subject at Aarhus University providing:

- A process overview of the development and multidisciplinary method of my master thesis
- My ideas about digital joint action (as specified in my master thesis)
- Personal guidelines and tips for multidisciplinary research in individual and group work

2020-09 - 2020-12

Graduate Research Assistant - Part-time

Interactive Minds Center – Aarhus, Denmark

"IMC seed" funded research on "a framework for digital joint action" with Assoc. Prof. Cordula Vesper.

- Designed the project idea and theoretical background
- Created and implemented a survey on SurveyXact and managed its distribution to over 1.000 participants
- Currently continuing the analysis and write-up

2019-06 - 2020-02

Student Tutor – Student Job

Aarhus University – Aarhus, Denmark

- Organised introduction days for Cognitive Semiotics and social activities for the new students.
- Educated students on study tips and exam strategies.
- Created study guides and enrichment materials to boost students' knowledge and wellbeing.

2019-09 - 2020-02

Cognitive Semiotics Symposiums – Volunteer

Aarhus University – Aarhus, Denmark

- Organised and managed semi-monthly student research events as part of the student's community.

2019-10 - 2019-11

Student Helper – Volunteer

Aarhus University – Aarhus, Denmark

- Contributed to preparing data for the machine learning process of a natural language processing sentiment analysis study on "vax/no-vax" stances in social media.

Education

2018-09 - 2020-06

Master of Arts: Cognitive Semiotics

Aarhus University - Denmark

Graduated with first class honours (12/12)

Thesis Title: "Joint Action in Digital Space: a theoretical framework"

Supervisor: Assoc. Prof. Cordula Vesper

2019-06 - 2019-08

Summer University: Management and Media Design

Aarhus Summer University - Denmark

Modules: Managing Languages in International Organisations, Game Play Design

2010-10 - 2016-04

Bachelor of Arts: Comparative Languages, Literatures and Cultures

University of Naples "L'Orientale" - Italy

Graduated with first class honours (110/110)

Thesis Title: "The Word Meaning-Making in Shamanism and the Kalevalan Tradition"

Supervisor: Assoc. Prof. Pirjo Nummenaho

2014-09 - 2015-02

Erasmus Mundus: Communication and Modern Popular Culture

University of Vaasa - Finland

Modules: Modern Popular Culture, Contemporary Media, Culture and Identity

Academic Publications

- Pugliese, M., & Vesper, C. (2022). Digital joint action: Avatar-mediated social interaction in digital spaces. *Acta Psychologica*, 230, 103758. <https://doi.org/10.1016/j.actpsy.2022.103758>

Technical Competencies

Python, SPSS & R - natural language processing and statistical analysis

Unreal Engine 5 & C++ - game engine coding and visual scripting

Blender & ZBrush - 3D modelling, data visualisation and rendering

Office 365, Zotero, Scrivener & Adobe Suite - optimised academic writing

Languages

Italian - Mother tongue

English - ETS TOEFL iBT Score: 105

Danish - AOF Sprogcenter Tønder

Finnish - Bachelor Degree Education

References available on request
