



Domenico Coccoresese

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WORK EXPERIENCE

10/01/2016 – 08/07/2024 Napoli, Italy

PROGRAMMER, CAD DESIGNER CONSORZIO CREATE

- Software Developer for VR/AR apps
- CAD Modeller for components of the DEMO nuclear fusion reactor (project EUROFUSION WP-DIV)

23/09/2015 – 30/12/2015 Napoli, Italy

CONTRACT WORKER CONSORZIO CREATE

CAD Support

27/07/2018 – 02/09/2018 Napoli, Italy

OCCASIONAL COLLABORATION ENGINEERING DEPARTMENT (UNIVERSITY OF NAPLES FEDERICO II)

- Serious Games concept development for Occupational Safety
- AR mobile app development for workplace risk evaluation (DVR+)

04/2022 – CURRENT Naples, Italy

TECHNICAL CONSULTANT HEROBOTS

VR/AR activities

09/07/2024 – CURRENT Napoli, Italy

UNIVERSITY TECHNICAL OFFICER DIPARTIMENTO DI FARMACIA - UNIVERSITÀ DEGLI STUDI DI NAPOLI FEDERICO II

- HPC support
- VR/AR activities

EDUCATION AND TRAINING

05/2021 – 07/2021 Pisa, Italy

GAME DESIGN POSTGRADUATE COURSE Università degli Studi di Pisa

2007 – 2014

PHYSICS BACHELOR'S DEGREE Università degli Studi Roma Tre facoltà di scienze Naturali, Fisiche e Matematiche, Roma (Italia)

1999 – 2005

HIGH SCHOOL LEAVING QUALIFICATION IN CLASSICAL STUDIES Il Liceo classico statale Vittorio Emanuele II

SKILLS

OS

Microsoft Windows | Linux (main OS)

Game Engines

Unity 2D3D | Unreal engine

Programming Languages

C# | C++ | HTML | PHP | MySQL

AR

Google Arcore | Microsoft MRTK (Hololens)

CAD and modelling

CATIA V5V6 | Google Sketch-Up PRO

● LANGUAGE SKILLS

Mother tongue(s): **ITALIAN**

Other language(s):

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	B2	C2	B2	B2	C1

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● CONFERENCES AND SEMINARS

25/08/2018 – 29/08/2018 20th Congress International Ergonomics Association, Florence, Italy

Interactive Tools for Safety 4.0: Virtual Ergonomics and Serious Games in Tower Automotive

04/04/2018 – 06/04/2018 Innovation Village 3th edition, Naples, Italy

Interactive Design for Ergonomics

27/03/2019 – 29/03/2019 25° Convegno di Igiene Industriale, Corvara (Bolzano)

Un ausilio aumentato ed interattivo per la riduzione del rischio industriale: problematiche di sviluppo e casi applicativi

27/03/2019 – 29/03/2019 25° Convegno di Igiene Industriale, Corvara (Bolzano)

Sullo sviluppo di giochi seri per la formazione dei lavoratori sul rischio industriale

26/06/2019 – 28/06/2019 Aidii - 36° Congresso Nazionale di Igiene Industriale e Ambientale, Matera

Formazione ed addestramento dei lavoratori: implementazione di serious game in realtà virtuale

17/10/2019 Seminario JOIN- INAIL Ambiente e Lavoro, Bologna

Tecnologie interattive di AR per la sicurezza 4.0: frontiere nella formazione ed informazione dei lavoratori

19/10/2019 Seminario INAIL presso Maker Faire, Fiera di Roma

Strumenti AR/VR per la sicurezza 4.0: formazione ed informazione dei lavoratori

21/05/2020 Webinar gratuito, AICQ comitato salute e sicurezza di aicq nazionale

DVRplus: valutazione interattiva dei rischi in Realtà Aumentata

01/11/2020 – 05/11/2020 ESREL 2020 PSAM 15, The 30th European Safety and Reliability Conference

An augmented and interactive aids for occupational safety

10/2018 10° Seminario CONTARP

Strumenti Interattivi per la Sicurezza 4.0: Ergonomia Virtuale e Giochi Seri

● PUBLICATIONS

2017

System engineering approach for pre-conceptual design of DEMO divertor cassette

Fusion Engineering and Design, Volume 124, November 2017, Pages 649-654

2017

"Progress in the initial design activities for the European DEMO divertor: Subproject Cassette

Fusion Engineering and Design, Volume 124, November 2017, Pages 364-370

2020

EU-DEMO divertor: Cassette design and PFCs integration at pre-conceptual stage

Fusion Engineering and Design, Volume 159, October 2020, Article 111784

2020

Eurofusion-DEMO Divertor - Cassette Design and Integration

Fusion Engineering and Design, Volume 157, August 2020, Article 111656

2020

Interactive Tools for Safety 4.0: Virtual Ergonomics and Serious Games in Real Working Contexts

Ergonomics, Volume 63(3), March 2020, Pages 324-333

2019

Structural verification and manufacturing procedures of the cooling system, for DEMO divertor target (OVT)

Fusion Engineering and Design, Volume 146, October 2019, Article Pages 1610-1614

2019

Progress in the pre-conceptual CAD engineering of European DEMO divertor cassette

Fusion Engineering and Design, Volume 146, September 2019, Pages 942-945

2017

The DTT proposal. A tokamak facility to address exhaust challenges for DEMO: Introduction and executive summary

Fusion Engineering and Design, Volume 122, November 2017, Pages 274-284

2017

The Divertor Tokamak Test facility proposal: Physical requirements and reference design

Nuclear Materials and Energy, Volume 12, August 2017, Pages 1330-1335

● **PROJECTS**

2017 – CURRENT

IDEE - Interactive Design for Ergonomic

Development of an AR Android App (DVR+). DVR+ is intended to be an interactive tool for workplace safety and risk mitigation. The app has been developed using Unity 3D Game Engine and Google Arcore AR framework. The Head of Security can use the app to interactively report risks and hazards of a generic workplace. DVR+ is also able to communicate with a remote relational database where the Head of Security and workers can register and login.

2022 – CURRENT

SIDE – Haptic interface and simulated dynamics Exoskeleton

Development of immersive scenarios and interfaces for SIDE Exoskeleton. The activity is a collaboration between University of Naples Federico II and Unicusano in the framework of INAIL BRIC 2019 activities.

2016 – 2018

FUSAS (Fusion machines Assembly Studies in virtual reality)

Development of a VR software called FUSAS. The software is aimed to be an interactive VR tool for the Design Review of the assembly phase of a Fusion Power Reactor. The software has been made using Unity 3D Game Engine.

2016 – 2018

Digital Manual for Aerospace components assembly

Development of a Digital Manual for components assembly. The activity has been launched as a collaboration between University of Naples Federico II and Tales Alenia Space. The software, made using Unity 3D, is intended to be an immersive digital reference for aerospace components assembly.

● **HONOURS AND AWARDS**

05/2019

ISSA Good Practice Awards Europe Competition 2019 – National Employment Accident Insurance Institute

Safety 4.0 - Augmented Interactive Aid for Occupational Hazards