

# STEFANO LAZZARONI

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## CAREER SUMMARY

Game AI Programmer with DevOps expertise and 3 years of experience developing and maintaining automation pipelines, gameplay and AI systems, and porting applications for VR-focused studios.

Strong understanding of programming and scripting languages, combined with solid problem-solving skills. Contributed to projects for international clients, delivering scalable solutions in Unreal Engine 4 and 5 using Agile methodology.

## TECHNICAL SKILLS

**Language/Libraries/Frameworks:** C++, C#, Powershell, Batch

**Tools:** Unreal Engine 5, Unreal Engine 4, Jenkins, Perforce, Git, Plastic, Jira, Clickup

## PROFESSIONAL EXPERIENCE

### Infinity Interactive

Breda, Netherlands

#### Game AI & DevOps Programmer

March 2023 - September 2024

*Infinity Interactive was a Dutch game development company specializing in XR applications, operating as both a full-service studio and an outsourcing partner for international companies like Vertigo Games and Penumbra. At its peak, with over 35 employees, its app and services reached 50,000+ users in 120+ countries.*

- One of the 7 programmers in the company, responsible for the automation pipeline across internal projects and external studio support. Streamlined continuous integration processes to enhance efficiency and code coverage.
- Main AI developer on Supernova, an internal studio IP developed in Unreal Engine 5 for VR devices, responsible for co-designing, building AI system architecture, and implementing AI behaviors.
- Co-handled maintenance of the Float app, developed for Penumbra, alongside another developer. Acted as the technical point of contact, providing progress updates and ensuring alignment with senior management to meet Penumbra's standards and deadlines.
- Co-developed and managed communication for the porting of multiple VR projects for Vertigo Games to the Chinese market.

## **Infinity Labs**

Breda, Netherlands

### **Generalist Programmer**

September 2021 - March 2023

*Infinity Labs was a startup specialized in simulation projects, delivering cutting-edge virtual and augmented reality solutions for partners like Tesla, KLM, and Defensie (Dutch Ministry of Defense).*

*The company employed over 15 people, and its applications reached hundreds of users across 5+ countries.*

- One of the 4 programmers in the company, contributing to the development and release of educational VR experiences for multiple clients with a focus on implementing interactive features and ensuring cross-platform compatibility.
- Enhanced existing VR simulation projects by improving gameplay features, performing bug-fixing, and providing additional localization support for broader market reach.

## **EDUCATION**

**Bachelor in International Game Design and Architecture**, Breda University of Applied Sciences, Breda, Netherlands (2017-2021)

**Bachelor in New Technologies of Art**, Academy of Fine Arts "Santa Giulia", Brescia, Italy (2012-2015)