STEFANO LAZZARONI

AI/DevOps Programmer

Contact

✉ lazzaroni.stefano93@gmail.com

🌐 stefano-lazzaroni.com

📍 Breda, Netherlands

Education

Breda University
Bachelor of Applied Sciences
2017-2021

Santagiulia Fine Arts Academy
Bachelor's degree
2012-2015

Skills

- Proficiency in multiple programming languages
- Familiarity with Agile and Scrum methodologies
- Ability to write clean, maintainable code
- Problem-solving mindset with a creative approach
- Solid team player with strong communication skills
- Stress-resistant and adaptable in dynamic environments

Languages

Italian – Native

English – Fluent (Level C1 Certificate)

Profile

Graduating from Breda University of Applied Sciences (previously NHTV), I am a passionate game programmer fueled by a passion for tackling and overcoming challenges. I find great satisfaction in the art of programming, both within a professional, multidisciplinary setting and through personal development pursued in my free time, where I continuously refine and expand my skills.
As a self-reliant yet highly collaborative team member, I am always eager to explore new technology and inject a sense of fun and innovation into the workplace, all while striving to develop and deliver the best possible results.

Work Experience

Infinity Interactive - AI/DevOps Programmer
Breda, Netherlands
March 2023 - Present

- Working on an unannounced project in Unreal Engine 5, focusing on AI system development, behavior implementation, and contributing to AI design.
- Establishing automation pipelines to support QA
- Porting games to multiple target platforms

Infinity Labs- Generalist Programmer
Breda, Netherlands
September 2021 - March 2023

- Contributions to the development and release of educational VR experiences for multiple clients using Unreal Engine 4.

Filippo Bello Design - Generalist Programmer Intern
Brescia, Italy
March 2015 - July 2015

- Support in developing architectural visualization projects in Unreal Engine 4 for both Windows and Android platforms.