



STEFANO LAZZARONI

Game Programmer
AI - Gameplay

PROFILE

A dedicated and passionate game programmer, who likes to take up challenges, is eager to learn and perform the best when working in a team. Developed a wide set of programming skills and game development experiences while working in multidisciplinary teams at BUAS. Interested in writing AI systems and behaviors but capable of ranging between different programming areas.

PROFESSIONAL AND SOFT SKILLS

Proficient with C++
Open to give and receive feedback
Experience in releasing a game
Solid team player and communicator
Committed and reliable
Eager to learn
Stress resistant

CONTACT

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LANGUAGES

Italian – Native
English – Fluent (Level C1 Certificate)

MY INTERESTS

Going to the gym
Playing games
Watching F1 and MotoGP races
Hanging out and relaxing with friends
Watching series

ACADEMIC BACKGROUND

BREDA UNIVERSITY OF APPLIED SCIENCES (2017 – PRESENT)

Bachelor of Applied Sciences – Breda, The Netherlands
Expected Graduation in 2021

SANTAGIULIA FINE ARTS ACADEMY (2012-2015)

Bachelor's degree – Brescia, Italy (Graduated)

SCIENTIFIC HIGH SCHOOL ANTONIETTI (2007-2012)

Secondary School – Iseo, Italy (Graduated)

PROJECTS

PROJECT EXHIBITED – AI Programmer (WINDOWS)

Single player stealth game using Unreal Engine 4
2019 – 2020 (32 people)

My biggest contribution

- AI behaviors and related system
- AI perception system
- Audio occlusion/obstruction algorithm

NOTEBOOK DETECTIVE – UI programmer (WINDOWS)

Single player puzzle-adventure game using Unreal Engine 4
2019 (8 Working Weeks, 22 people)

My biggest contribution

- Notebook UI underlying logic
- Objects outline shader
- Option and setting menu

TECHNICAL SKILLS

C++ 4 years	Perforce 3 Years	Unreal Engine 3 Years
Visual Studio 4 Years	Atlassian Jira 1.5 Years	Unity 1 Year