LORENZO JACOPO AVALLE

SOFTWARE DEVELOPER

SKILLS

- Full Stack Web Development
- Game Development
- Mobile Development
- Data management, analysis and design
- Workflow automation and optimization
- From-scratch prototype creation
- QA strategy definition
- Architecture design
- Frontend Design

> UE5, C++, Unity, Godot, PHP, JavaScript, Python, SQL, Dart AWS, Flutter, Jira, Git, Trello

LANGUAGES

Italian: native speaker
English: advanced (C1)
Spanish: advanced (B2)
Chinese: beginner (A2)

CONTACT

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Email: lja@lamatech.dev
Based in: Ivrea (TO), Italy

EXTRA ABOUT ME

I love music as much as technology, working professionally as a clarinetist and teaching both clarinet and saxophone. I love sharing knowledge, which extends to managing a small technology laboratory in my town where I teach students how to approach technology. This taught me a lot and opened doors to speaking at numerous conferences about Open Source, as well as participating in challenging projects with universities and companies.

PROFILE

I am a passionate developer and tech lab manager with a broad range of experience, from web and mobile development to video game design and data management. I'm leading a small tech lab focused on introducing youngs to Open Source technologies, gaining a diverse skill set in managing projects and motivate teams. I have a strong track record of delivering results on key projects for international companies (Italy, England, Brazil, USA) and thrive on tackling new challenges.
I am now specializing in Game Development in Unreal Engine.

EDUCATION

Master in Game Programming
Digital Bros Game Academy - Online, 2024-2025

Started my professional journey in game development, learning the ropes of the industry, from basics to advanced. Focused on UE 5 and on actual development experience.

Bachelor's degree in Computer Engineering
POLITECNICO - Turin, 2015-2020

Graduated while working as a freelance developer, it helped broadening my vision and adapting to advanced technologies and project management tasks.

WORK EXPERIENCE

QA engineer
2021 - 2024 || Voxy (Previously Fluentify UK LTD)
International company specialized in teaching languages online:
- Handled bug fixes across multiple systems and improving code quality as well as enhancing system performances on a very large codebase.
- Responsible for bug tracking and resolution, coordinating tasks and deadlines for the team.
- Experienced in project management and Agile methodologies using Jira.
- Developed automation tools to optimize internal processes and increase efficiency and reliability..
- Worked extensively with data management, building data warehouse reports and performing analysis using BigQuery dashboards.
- Gained QA engineering experience developing reliable deployment policies based on automated pre and post release QA checks..
- Dealt with AWS services for various tasks, enhancing cloud-based solutions and deployments.

Full Stack web developer
2017 - ongoing || Acris SRL
Italian fintech company specializing in credit risk assessment and risk management:
- Development of a full scale IT system to deal with all steps of the client business
- Implemented data-driven solutions to optimize financial decision-making.
- Data analysis and management
- Data visualization
- Project management

Mobile Developer - Flutter
2021-2022 || Consorzio Copernico SCS
From-scratch development of cross-platform solution for surplus food management tailored for Caritas (Italian charity associations):
- Cross platform app (iOS + Android + Web)
- Flutter development
- Full backend implementation with RESTful API on a LAMP stack

GAME PORTFOLIO

portfoliorenzo.vercel.app