


# Patricio Di Lauro

## Software Engineer / Game Developer

 Remote — Argentina

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## Professional Summary

Software Engineer and Game Developer with experience building interactive applications across **Unity** and **Unreal Engine**, focused on scalability, optimization, and cross-platform deployment.

Strong background in **backend integration (AWS, PlayFab, Strapi, Azure)**, **CI/CD pipelines**, and **feature development** for mobile, WebGL, and PC environments.

A proactive collaborator with proven ability to bridge design, technical, and production goals in distributed remote teams.

**Bilingual (English/Spanish)** with strong communication proficiency and attention to technical detail.

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## Professional Experience

### TGA — Software Engineer

2024 – Present | Remote, Argentina

- Working on **Unity-based projects** focused on scalable architecture and efficient feature delivery across **WebGL** and mobile platforms.
  - Integrated and maintained backend systems using **AWS**, **Azure**, and **Strapi**, improving deployment and release efficiency through **CI/CD pipelines**.
  - Collaborated with cross-functional teams to ensure performance, maintainability, and consistent code quality across product iterations.
  - Supported profiling, debugging, and optimization processes for smooth runtime performance and stable releases.
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## Pathfinders Studio — Game Developer

2020 – 2024 | Remote, Argentina

- Developed and optimized games and interactive applications for **mobile**, **WebGL**, and **PC**, contributing to stable and performant releases on the **Play Store** and internal platforms.
  - Implemented and maintained **PlayFab** services for player data, live operations, and analytics.
  - Worked primarily with **Unity**, with additional exposure to **Unreal Engine** for prototyping and internal tools development.
  - Collaborated with design and art teams to deliver gameplay and UI features while enhancing build pipelines and project maintainability.
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## Technical Skills

**Programming:** C#, C++

**Game Engines:** Unity (2D/3D, URP/HDRP, Addressables, ScriptableObjects, Profiler, CCD), Unreal Engine (Blueprints, C++)

**Backend & Cloud:** PlayFab, AWS (Lambda, S3, CloudFront), Strapi, Azure

**DevOps:** Git, GitHub Actions, CI/CD Pipelines

**Optimization:** Profiling, Memory Management, Asset Bundling, Build Pipelines

**Design Patterns:** Dependency Injection (Zenject), Modular Architecture, MVC/MVVM

**Project Management:** Jira, Confluence, Agile/Scrum

**Languages:** English (Professional Proficiency), Spanish (Native)

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## Education

**Higher Technician in Video Game Development**

*Image Campus* | 2018 – 2020

- Specialized in game architecture, rendering, and gameplay programming.
- Led final project team through full production cycle from prototype to release.