

Lorenzo Rossi

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Description

Electrical technician and programmer with experience in electrical systems and VR development. I develop and sell tools and games for Unity, I work with 3D printing and create electronics projects with ESP32s.

Skills

C# | Git | Unity Engine | 3D Modeling / 3D Printing
VR Development | Game Optimization | Game profiling
Design and wiring of electrical systems | Problem solving
Creativity | Teamwork | Project management

Experience

Freelance Game Developer

Nov 2023 - Now

Design, 3D modeling, programming, writing code
sound engineering and storyboarding for multimedia experiences
for Virtual Reality headsets.

Operaio cablatore - Tripla C SRL

Sep 2023 - Aug 2025

Installation, wiring and assembly of electrical machinery
for industrial and civil applications.

Instruction

Professional Diploma - IIS Sartori Maintenance and Technical Assistance

Sep 2020 - Jun 2025

Languages

Italian
Native language
English
B2

Personal Projects

- AOT Revive VR Game
- LED matrix clock
- Nementis VR Game
- Photogrammetry scanning rig
- Curbit PC Game
- Various bow parts 3D printing