

Lorenzo Rossi

+39 3516964037 - 04/08/2006
lorenzo.rossi3822@gmail.com
Online Portfolio: <https://sweeb87.github.io>



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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.

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