




GIANLUCA STEFANONI

Game Developer

"Great things in business are never done by one person. They're done by a team of people." – **Steve Jobs.**

ABOUT ME

I am a Software Developer with 3 years of experience, passionate about video games and sports. I work well in a team and constantly seek new and creative ways to combine my creativity and teamwork in meaningful projects. In my free time, I play soccer and volunteer within the local community.

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 Tradate (VA), Italia

 [Portfolio](#)

LANGUAGES

Italiano • Native Speaker

Inglese • Professional Proficiency

KEY SKILLS

Gameplay Programming • Unreal Engine • C++ • OOP • Mathematics for Games • Version Control • Character Rigging • Basic 3D Animation • State Machines and Animation Blueprints • Problem Solving • Time Management

WORK EXPERIENCE

Full Stack Developer

Plug-in s.r.l. / Politecnico • Origgio (VA) • 2023 - Attuale

As a Full Stack Developer, I participated in the development, maintenance, and design of various enterprise solutions.

- Development stack: C# and Angular.
- Analysis of issues related to databases and stored procedures in SSMS and OracleDB.
- Development of reusable and maintainable code following OOP and component-based programming principles, with a strong focus on quality and clarity.
- Consultancy at Politecnico di Milano, using a development stack of Java and React.

React Developer

Runtime Machine • Lugano/Remote • 2022 - 2023

My primary role was as a Frontend Developer for Web 3.0 applications using React. Among other tasks, I developed smart contracts and performed some frontend design work.

ACADEMIC EDUCATION

Bachelor's Degree in Computer Science

University of Insubria • Varese •
2019 - 2022

CERTIFICATES AND AWARDS

[Game development in UE5 and C++](#)

Certificate of course completion issued by [GameDev.tv](#)

- Development of game logic in Unreal Engine 5 using both C++ and Blueprint, in amateur and training projects.

[Elmec Talent Challenge | Build](#)

Award for the creation of an augmented reality video game