

Daniele Ruffo

Game Programmer | Project Manager

Tradate, VA
hello@danieleruffo.com

Portfolio:
<https://www.danieleruffo.com>

ABOUT ME

I am a curious and motivated developer, always looking forward to constant self-improvement.

I enjoy working in teams, learning from others, and sharing my knowledge whenever I can.

I highly value being in a positive and healthy work environment, where collaboration and mutual respect encourage both personal and professional growth.

I am a Software Developer with over 9 years of experience working with various programming languages and methodologies, including C++, C#, and Python, to effectively meet project requirements.

EXPERIENCES

Digital Bros Game Academy — *Game Programmer*

May 2024 - October 2024

Developed a game as a team project using Unreal Engine 5.

Implemented several game mechanics and features and collaborated on the design and optimization of the architecture used to meet the designers requirements.

Learned how to coordinate with designers and artists throughout the project development, significantly improving my Unreal Engine knowledge using C++ and Blueprints.

Bit Informatica Srl — *Project Manager*

September 2023 - Present

I implement and manage development teams, both within the company and internationally.

I optimize workflow and enhance implementation strategies to ensure high productivity and execution through my experience and skill set.

Bit Informatica Srl — *Software Developer*

August 2015 - September 2023

Introduced automation and innovative architectural designs.

Developed web and native mobile applications to manage warehouse operations using Flask and Swift.

Re-engineered the company's backend system, focusing on developing a scalable API infrastructure using FastAPI.

SKILLS

Programming Languages:

C++, C#, Python

Tools:

Unreal Engine 5, Git, Rider, Visual Studio

LANGUAGES

Italian - Native

English - Fluent

COURSES & CERTIFICATIONS

Unreal Engine 5 C++ Developer

GameDev.tv - Udemy

Math for Video Games

GameDev.tv - Udemy

EDUCATION

Digital Bros Game Academy

2024

Università degli Studi di Milano

2014 - 2015

I.S.I.S. Facchinetti - Computer Science

2008 - 2014

HOBBIES

Videogames and tabletops

Scuba Diving

Climbing

TV Series and Anime

Motorsports