



Dario Calloni

GAME PROGRAMMER

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Professional Summary

Developer with experience in programming and cloud computing, passionate about technology and always eager to learn new things. I enjoy working in teams and contributing to projects, striving to grow and improve every time.

Employment History

Developer, Piksel S.r.l., Milano

May 2022 — Present

- Development in Python of applications and solutions for data extraction from images and PDFs, using AI models (Gemma, Qwen, LLaMA) and normalization techniques.
- Management of AWS services (EC2, ECS, DocumentDB, S3, Lambda) with deployment of containerized applications in Docker and hosting of static interfaces.
- Implementation of cloud infrastructures using Terraform, with an Infrastructure as Code approach.
- Creation of Bash scripts for automation and monitoring processes, reducing time and manual intervention.
- Analysis of production processes and technical documentation for the identification, correction, and prevention of procedural errors.
- End-to-end ticket management and collaboration with the team using Git and Jira for versioning, tracking, and continuous process improvement.
- Functional analysis of business processes in the insurance domain, translating operational requirements into technical specifications and SQL-based error-detection queries for payroll systems.
- Drafting and maintenance of technical and operational documentation (process flows, functional specifications, procedure manuals) to support cross-team alignment and knowledge transfer.
- Liaison between technical and business stakeholders, gathering requirements and validating solutions against functional and regulatory needs.

Electronic Worker, ELEMMASTER S.P.A., Lecco

Jun 2017 — Feb 2018

- Performing functional tests on electronic boards for medical use, in compliance with quality and safety standards.
- Diagnosing and repairing faulty electronic boards by analyzing them under a microscope and consulting electrical diagrams, then replacing damaged components.
- Managing and organizing the warehouse for electrical components.
- Writing technical documentation on the tests performed.

Education

Details

Nationality

Italian

Date of birth

06/05/1997

Links

[LinkedIn](#)

Skills

AWS

Python

SQL

C++

Java

Git

Game Development

Analytical Skills

Teamwork

Problem Solving and troubleshooting

Communication Skills

Ability to Work in a Team

Fast Learner

Documentation and report-creation

Adaptability

Languages

Italian

English

Hobbies

Passionate about computer science, I chose to turn

Technical Programmer Diploma (High School), ITI P. Henseberger, Monza

- C++
- Java
- PHP
- SQL
- Create a documentation
- Troubleshooting of a problem and the report about the fix and solution founded.

Extracurricular Activities

Community Manager, Pokémon Millennium

- Management of an online community with over 300,000 registered users and more than 1,000 regular active users.
- Coordination of a team of 8 people with moderation and support duties for the forum platform.
- Organization of live events (e.g., Milan Games Week, Lucca Comics, BeComics) and online initiatives with dedicated prizes.
- Development of skills in team management, event organization, and large-scale digital community management.

Personal Projects

Nocturnum

- Development in C++ with Blueprint integration on Unreal Engine 5, for managing complex game logic.
- Implementation of the UE5 artificial intelligence system (perception, behavior, and pathfinding) for enemy control and stealth dynamics management.
- Creation of modular internal systems (environmental interactions, shadow/luminance mechanics, inventory management) adaptable to gameplay requirements.

Sport Live VR System

- Design of a 360° virtual reality streaming system for viewing events.
- Authentication and access management via AWS Cognito with unique, non-transferable tokens.
- Configuration of cloud infrastructure with Terraform on AWS (S3 for static frontend, EC2 for backend, ECS for microservices, Cloudfront for worldwide distribution, Route53 for DNS and domain management).
- Organization of architecture to allow access to different cameras based on the type of ticket purchased.

this interest into my field of study and subsequently into my career, honing my skills through personal projects. Alongside technology, I cultivate a passion for sports, particularly soccer and basketball, which I played for eight years and refereed for four years up to the Serie D level.

I am also interested in languages, and I want to learn as many as possible so that I can talk to lots of people and hear their stories.