Hi!

I'm Diego Rossi

I'm a software engineer with a background in mobile games development, working with C# in Unity and C++ in other game engines. I also love UI design and in my spare time I'm an avid gamer.

Get in contact

work@hellpie.dev

Online portfolio

https://hellpie.dev

https://github.com/HellPie

Work Experiences

Client Software Developer

Jun. 2022–Current · Rovio Entertainment

Developer on the Technology team, working on the cross-studio Unity and Native SDKs used in for Ads, IAPs and other shared features.

Software Engineer

Sep. 2017–Sep. 2021 · STAIN Engineering s.r.l.

Ported the suite of billing tools from Autocad to Revit. I then lead design and development of new features and tools which are used to bill multi-million projects across Europe.

Software Developer Intern

Summer 2016 · STAIN Engineering s.r.l.

An internship during which I wrote tools which managed 3D libraries for Autocad and Revit.

Education

C and C++ Programming

Jul. 2021–Jul. 2022 · Hive Helsinki

I became a full time student again, studying POSIX C and C++ coding at Hive Helsinki, the Finnish sister school of 42 Paris.

Information and Telecomm. Tech.

Sep. 2012–Jun. 2017 · I.T.T. M.B. Trento

I graduated studying C++, C# and Android development as well as databases like MySQL and SQLite. I also studied IT Networking thanks to a school partnership with Cisco.

Tools and Skills

Game Development

- ✓ Unity, Godot and Unreal
- ✓ C#, C++, Lua and GDScript
- ✓ Mobile iAPs, Ads, Client SDKs

Windows

- ✓ .NET, C# and XAML
- ✓ Data Binding and MVVM
- ✓ ImGUI and Qt QML
- ✓ Autodesk Python/C++ APIs

Android

- ✓ Java and Kotlin
- ✓ LiveData and RxJava
- ✓ AndroidX Libraries

iOS and macOS

- ✓ Swift, UIKit and SwiftUI
- ✓ XCTest Framework
- ✓ Core Data Framework

Web and UI Design

- ✓ Node.JS and Python
- ✓ Bootstrap and Vue.js
- ✓ Sketch, Figma, Photoshop