Enzo-Keanu Marchetti

SOFTWARE DEVELOPER

PROFILE

Software developer specializing in C#/.NET and real-time 3D systems, with experience in scalable data pipelines and DevOps automation

SKILLS

- C#, .NET, Python, C++
- Communication
- Agile development (Kanban/Sprints)
- DevOps (GitHub Actions)
- PowerShell Scripting
- Docker
- OOP, Software design principles
- Unity, Unreal

HOBBIES

- Game development
- Strength training
- Video games

WORK EXPERIENCE

Software Developer
Cirqular | Jan 2025 - Aug 2025

- Create a solution for Scan to BIM modeling.
- Utilize Point Cloud data.
- Optimize large dataset processing with Python (using Pandas and Ray).
- Automate Revit add-in distribution and versioning via GitHub.

Generalist Programmer
ViewApp | Juni 2023 - Juli 2024

- Coded in Unreal using C++ and Blueprints
- Created in-engine tools for Unreal Engine
- Built advanced gameplay systems for a hyperrealistic traffic simulation
- Utilized the Unreal Mass System for efficient AI vehicle and pedestrian handling
- Developed a multithreaded pathfinding solution

EDUCATIONAL HISTORY

SAE Institute Vienna
Dipl.Games Programing | March 2021 - March 2023

- Learned how to develop games with the Unreal and Unity engine
- Learned coding in C# and C++
- Studied coding and software design principles to fulfill standards at the highest needs

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Portfolio   LinkedIn

GitHub