

## Professional Profile

---

I'm a versatile developer with a solid background in both frontend and backend web development. Over the years, I've worked on building a wide range of digital products — from dynamic user interfaces to complex backend systems — always with a focus on creating meaningful and maintainable solutions.

I'm naturally curious and always looking to sharpen my skills, whether that's by diving into new frameworks, improving performance, or collaborating on system design. I enjoy solving tough problems and staying close to emerging trends in tech, and I'm committed to growing into a developer who not only writes good code, but helps shape great products and teams.

## Work Experience

---

**Software Engineer**  
BE, FE & AI Teams.

**MaxContact**  
Manchester, UK

**Sep 2023 – Present**

As part of the Sonic team at MaxContact, I work across the full stack in a high-traffic CCaaS environment, primarily using **.NET** and **Vue 3**. My role involves building and maintaining customer-facing features, optimising backend services, and resolving complex memory-related issues across distributed systems. I've played a key part in improving overall system performance and stability, including identifying memory leaks and implementing fixes that significantly reduced application load times and CPU usage.

I collaborate daily with designers, QA engineers, and other developers to deliver scalable, intuitive features aligned with user needs. This includes participating in sprint planning, code reviews, and cross-team discussions to ensure a cohesive user experience and efficient delivery. My ability to switch between frontend and backend development has allowed me to unblock teams, drive delivery on high-priority items, and maintain consistency across multiple layers of the stack.

- Delivered high-impact pages for **SpoknAI**, aligning closely with design and QA teams.
- Led CRM integration project, improving cross-system data flow and client onboarding speed.
- Contributed to **.NET 8** upgrade across the product suite, resolving memory issues and boosting performance.
- Worked across multiple tech stacks and systems to unblock teams and maintain delivery velocity.
- Supported multiple customer-facing projects with a strong emphasis on user-first delivery and cross-team collaboration.

**Software Developer**  
DOS Team

**DEPT Agency**  
Manchester, UK

**July 2021 – Sep 2023**

At Dept Agency, I worked across multiple client projects as a .Net Developer, with a strong focus on CMS platforms including **Sitecore**, **SDL Tridion**, **Contentful**, and **Optimizely (EPiServer)**. I delivered solutions using both **.NET** for backend services and **React** for building dynamic, client-side features. I also managed CI/CD pipelines via **Octopus Deploy**, **Azure DevOps**, and **TeamCity**, ensuring seamless deployments across complex environments.

Initially joining the DOS team as a lead developer, I later transitioned into the projects team where I managed client relationships, scoped new features, and delivered production-ready solutions under tight deadlines. I was promoted to **Mid-Level Developer** after a year, recognising my adaptability, technical contributions, and consistent delivery.

- Led the delivery of new features across 4+ major client sites, from planning to deployment.
- Oversaw multiple Agile sprints, collaborating with PMs and designers to hit key milestones.
- Mentored junior developers and supported onboarding through documentation and shadowing.

Over 6 years of experience designing and developing games in **Unity (C#)** and **Unreal Engine (C++)**, including the release of a commercial title. Worked both independently and in teams, building core systems like player controllers, AI (using state machines), and audio managers. Also created custom assets using **Blender** and contributed to level design and VFX.

Game development continues to sharpen my creativity, problem-solving, and technical precision — all of which have directly benefited my software development career.

- Developed core systems such as **game managers**, **player controllers**, and **audio frameworks**.
- Created **NPC AI** using state machines based on environmental and player-driven triggers.
- Designed levels and built custom **3D assets**, **VFX**, and **sound effects** using **Blender** and other tools.
- Released a commercial game independently, handling both technical and creative responsibilities.

## Technologies and Languages

---

- |  |   |
|--|---|
| ❖ <b>Languages:</b><br>C#, JavaScript, TypeScript, SQL, Python.  | ❖ <b>CMS / Platforms:</b><br>Sitecore, SDL Tridion, Contentful, Optimizely (EPiServer).   |
| ❖ <b>Frontend:</b><br>React, Next.js, Vue 3, Nuxt.js, Tailwind CSS, Styled Components, SCSS.                               | ❖ <b>Tooling &amp; Collaboration:</b><br>Figma, Jira, Confluence.   |
| ❖ <b>Backend / API Development:</b><br>ASP.NET Core, Entity Framework Core, REST APIs, SignalR, PostgreSQL, MySQL.         | ❖ <b>Architecture &amp; Patterns:</b><br>SOLID principles, dependency injection, layered architecture, microservices.   |
| ❖ <b>DevOps / Infrastructure:</b><br>Azure DevOps, AWS, Octopus Deploy, TeamCity, Docker, Git, GitFlow.                    | ❖ <b>Other Skills:</b><br>Agile methodologies, sprint planning, async programming (C# & JS), performance profiling, memory optimization, data structures & algorithms, technical documentation. |
| ❖ <b>Testing &amp; Quality:</b><br>Unit Testing (xUnit, Vitest), Jest, Testing Library, Postman, Swagger, CI/CD pipelines. |   |

## Education

---

BSc – Computer and games development, University of Salford

2015–2018

## Projects

---

View selected projects and code samples at [www.damianoschirinzi.dev](http://www.damianoschirinzi.dev) or my LinkedIn.

## Interests

---

Outside of work, I enjoy reading, gaming, and staying active through MMA and fitness. I have a love for animals, nature, and travelling. I'm always keen to explore new places and cultures whenever I can. I'm also passionate about continuous learning in tech and often spend time outside of work exploring new frameworks, tools, and development trends to sharpen my skills and stay current.