

DAVIDE GOZZI

SOFTWARE ENGINEER

Distributed systems / Industrial software / Legacy systems / AI-assisted development

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[Portfolio](#) / [LinkedIn](#) / [GitHub](#) / [Steam](#) / [EF SET C2](#)

PROFILE

Software engineer with more than nine years of experience. I work on distributed systems, legacy platforms, and industrial software. My main skills are C#/.NET, real-time integration, and safe changes to operational software. I use AI tools for interface work and product prototypes. I keep responsibility for architecture, verification, security, and quality.

PROFESSIONAL EXPERIENCE

- GIAMMAR · System Ceramics** / *Software Engineering Consultant* **2024 - Present**
 - Develop distributed .NET services for industrial manufacturing research and development. Integrate PLCs, OPC UA, RabbitMQ, Redis, and real-time machine data.
 - Design binary-protocol connectors and a quality-data pipeline. The pipeline supports real-time decisions, defect reprocessing, and long-term traceability.
- MSC Mediterranean Shipping Company** / *Senior .NET Developer* **2021 - 2023**
 - Improved global shipping systems that use C#, C++, SQL, stored procedures, and legacy code. Worked daily with teams in the United States and completed a six-week onsite assignment.
 - Helped redesign a manager-agent platform that distributed DLL capabilities and kept compatibility with older installations. Coordinated a four-person team for a document flow between third-party services, the central platform, and SAP.
- Amaris · Credemtel** / *.NET Backend Developer / IT Consultant* **2019 - 2021**
 - Developed document-management services with .NET, REST APIs, RabbitMQ, Elasticsearch, ETL pipelines, and structured logging.
 - Designed one package for nested JSON documents. External configuration defined each document structure. APIs and services used the same package.
- iSolutions Software Engineering** / *Full-stack Developer* **2021**
 - Maintained existing applications. Identified hidden dependencies. Delivered small changes without regressions.

EARLY CAREER

- 2016 - 2017** **STARWORKGC** Junior Programmer & Particle Effect Artist

Joined the project during high school. Rewrote the Unity/C# collision predictor for Galactic Fighters. Used projected movement and ray checks to give configurable warnings. The solution also worked on lower-power hardware.

[Galactic Fighters on Steam ↗](#)
- 2017 - 2018** **MELAZETA** Unity Developer Intern

Built Unity mobile and augmented-reality applications. One project was a Winx dress-up application released on Google Play.

SKILLS, PROJECTS, AND CREDENTIALS

CORE SKILLS C# / .NET · distributed systems · software architecture · industrial integration · legacy systems	OSUS · INDEPENDENT LAB RosettAI · FCHForge · OSUS Ecosystem · Sounds Build products for AI document processing, industrial tools, shared services, and consumer software.	ENGLISH C2 comprehension · EF SET 84/100 Reading 78 · Listening 90 Verified certificate ↗
TECHNOLOGIES RabbitMQ · Redis · Elasticsearch · SQL · REST · OPC UA · PLCs · Quartz · C++ · Unity	AI-ASSISTED DEVELOPMENT I use AI tools to make interfaces and prototypes. I keep responsibility for architecture, validation, tests, security, and technical trade-offs.	EDUCATION IIS F. Corni, Modena Diploma in Computer Science · 2018