

# JACOPO GOBBI

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## PROFESSIONAL SUMMARY

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I am a dependable, self-directed engineer with a machine learning and data background. I take technical ownership of projects, from VC-backed startups to independent commercial releases. Always worked remotely.

## EXPERIENCE

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- Founder** (Fioretto Studios) 2023 – 2026
- Architected and implemented all core systems of a commercial video game from scratch, shipping a polished product to market.
  - Managed the development lifecycle end-to-end, spanning user research, prototyping, design, implementation and release pipeline; delivering the project on a self-directed timeline.
  - Published and sold the game to end users, navigating the distribution and monetization process and generating real-world revenue from a self-built product.
- Founding Backend Engineer** (Orchest) 2020 – 2023
- Led design, implementation, and review of core features at a VC-backed startup, establishing a multi-tenant data pipelines platform to enable workloads for thousands of data scientists and engineers.
  - Operated across the full product life-cycle, from writing design documents and reviewing PRs to directly supporting customers and resolving production issues, improving system reliability and user experience.
  - Developed key infrastructure components enabling users to run custom workloads, manage dependencies, and integrate with external services, supporting tens of thousands of pipeline executions.
- Data Engineer** (GeoJunxion) 2019 – 2020
- Engineered scalable data pipelines that streamlined the ingestion and processing of multi-terabyte geospatial datasets.
  - Integrated the aforementioned data with further streams, including web scraping and external APIs, to power real-time mapping for Fortune 500 clients.
  - Developed spatial analysis tools and customer-facing APIs using PostGIS, enabling reliable geospatial insights for downstream platforms.

## EDUCATION

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- Master's in Computer Science** – Machine Learning Track 2019  
*University of Trento, Italy - 110/110 cum laude*
- Bachelor's in Computer Science** 2017  
*University of Trento, Italy - 110/110 cum laude*

## TECHNICAL SKILLS

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**Languages:** Python, Go (Golang), C#, Java  
**Databases:** PostgreSQL, Amazon RDS, Amazon Aurora, MongoDB, SQL, NoSQL  
**Infra/Cloud:** AWS, GCP, Terraform, Kubernetes, Docker, Podman, CI/CD  
**Data/Processing:** Apache Airflow, dbt, Celery, distributed pipelines, PostGIS  
**Machine Learning:** Natural Language Processing (NLP), Computer Vision (CV), Deep Learning, Classical ML, Optimization  
**Other:** Linux, Git, GIS, Web Scraping, Django, Flask, FastAPI, Unity

## PUBLICATIONS

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- Efficient Generation of Structured Objects with Constrained Adversarial Networks** NeurIPS  
*Di Liello, Ardino, Gobbi, Morettin, Teso, Passerini*
- Concept Tagging for Natural Language Understanding** CLIC-IT  
*Gobbi, Stepanov, Riccardi*