GINO FAZARI
SOFTWARE DEVELOPER + PROBLEM SOLVER

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■ SUMMARY

Versatile software developer with a passion for **innovation and problem-solving**. Experience spans many landscapes between **Web, Gaming, Apps, XR, and AI**. Extensive experience with many languages and technologies. Projects delivered for high-profile companies like **Intel, Sony, NBC, Hasbro, Mars Wrigley, Kraft,** and **Anheuser-Busch**.

As an invaluable asset to any team, his dedication and positivity shine through in every project.

■ EXPERIENCE

Fazari.Studio, Remote │ Freelance Developer + Creative Technologist
— 2020 - PRESENT

- Teamed with brands and organizations to **craft cutting-edge digital experiences**, merging technical precision and artistic creativity.
- **Engineered interactive installations and immersive experiences** leveraging AI image generation models and tools (Stable Diffusion, DALL-E, ComfyUI, Diffusers), LLMs (ChatGPT, Gemini), and real-time technologies (Unity, Unreal Engine, TouchDesigner, Web).
- **Conceptualized and developed websites and full-stack applications** using modern frameworks (React, Next.js, SvelteKit, Vue.js).
- **Adapted quickly to emerging technologies** in AI, web, mobile, and immersive media to meet evolving client needs.

Secret Location, Toronto │ Lead Developer
— 2012 - 2023

- Managed a team of developers to plan and build **video games, interactive applications, and websites**.
- Participated in brainstorms and creative concept development.
- Performed technical research, development of proprietary technology and systems.
- Assisted with project planning including defining technical scope and estimations.
- Collaborated with technical and creative teams including audio/video producers, architects, QA, system engineers and product managers.

Secret Location, Toronto │ Web Developer
— 2009 - 2012

- Collaborating with developers, creative directors, audio/video producers, architects, QA, system engineers and product managers.
- Participating in brainstorms and creative concept development.
- Performed technical research, development of proprietary technology and systems.

■ TECHNICAL SKILLS

Programming & Frameworks
JavaScript, TypeScript, Python, Go, C# React(Native), Next.js, SvelteKit, Three.js

AI & Machine Learning
ComfyUI, Diffusers, Stable Diffusion, Flux, Gemini, ChatGPT, DALL·E, AI Model Integration, Image Generation Pipelines

Immersive & Interactive Tech
Unity, Unreal Engine, WebGL, TouchDesigner, Snap Studio

Cloud & DevOps
AWS, GCP, CI/CD

■ AWARDS

International Digital Emmy®

- ENDGAME Interactive

Webby Awards

- Dino Hunt Canada
- Targeting the Electorate
- Storming Juno Interactive
- Perfect Storms (Nominee)

FWA Awards

- Big Brother Canada
- Dino Hunt Canada
- Samsung Bring it Home
- Perfect Storms Interactive
- Bomb Girls Interactive
- Humans VS Vampires
- What are The Sevens?
- Electriphobia.com
- D-Day to Victory Interactive
- In Real Life: Race to the Finish
- ENDGAME Interactive
- Storming Juno Interactive
- Crash Course