

# Christian Ferrario

## Senior Gameplay / AI Programmer

Remote • Eligible to work in US, Canada, Taiwan, EU  
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### Professional Summary

Senior Gameplay and AI Programmer with 18 years of experience across PC, console, mobile, and VR. Expertise in C++, C#, Unreal Engine, Unity, and proprietary engines, with strong focus on AI systems, gameplay mechanics, and collaboration across teams.

### Professional Experience

#### **Principal AI Programmer – Straight4** (Aug 2023 – Dec 2025)

Released Project Motor Racing on PC and consoles. Developed advanced vehicle AI in UE5 and proprietary engine. Mentored junior developers and supported automation testing and ML initiatives.

#### **Software Engineer (IC4), VR – Meta (Ready At Dawn Studios)** (Dec 2021 – Aug 2023)

Developed VR gameplay features on Echo VR. Fixed critical bugs improving stability. Collaborated on an unannounced project focused on AI, combat, networking, and gameplay systems.

#### **Senior Software Engineer – Statespace** (Jun 2020 – Dec 2021)

AI and gameplay development in Unity/C# for AimLabs. Built Creator Studio tools and collaborated with data science and eSports teams.

#### **General Programmer – Out of the Park Developments**

Ported Out of the Park Baseball to mobile (OOTP Go). Developed features using in-house engine and resolved bugs.

#### **Principal AI Programmer – Slightly Mad Studios** (2013 – 2018)

Worked on Project CARS 1 & 2, Red Bull Air Race, World of Speed, Fast & Furious Crossroads. Focus on AI, navigation, and traffic systems.

#### **General Programmer – Gameloft** (2009 – 2013)

Worked on Asphalt 5, 6, 7, Dungeon Hunter, Fast and Furious, GT Racing mobile games (C++, Unreal 3)

**Earlier Experience:** VG Creator, Nintendo DS (2008), DeValley Entertainment, Java Mobile (2007)

### Education

Software Engineering, In'Tech INFO (Paris) — 2007  
Bachelor-equivalent, project-oriented degree

### Technical Skills

Languages: C++, C#, Java • Engines: Unreal Engine, Unity, Proprietary Engines • Expertise: AI Systems, Gameplay Programming, Navigation, VR, Multiplayer, Automation Testing

### Personal

Native English, French and Italian. Conversational Spanish and German. Learning Mandarin and Arabic. Baseball Player/Coach for 25+ years. National (France) and regional (Paris) champion.