Cesar Small

UI/Gameplay Programmer

Experience

November 2024 - September 2025
UI/Gameplay Programmer – *Goosebyte*

- Develop and maintain gameplay systems in Unreal Engine 5 using C++, while creating reusable tools and components to improve production pipelines, architectural clarity, and iteration speed within the gameplay team

- Collaborate with designers and artists to prototype, iterate, and refine gameplay features

- Mentor juniors and interns through code reviews, technical feedback, and sharing best practices to foster their growth and maintain code quality

October 2023 - November 2024
Gameplay Programmer – *Awaceb*

- Create new gameplay systems for an unannounced project

- Develop knowledge with the Gameplay Ability System (GAS), Common UI, and Unreal Engine's multiplayer system

- Design test areas to make debugging more efficient and ensure better project optimization

February 2023 - October 2023
Junior Programmer – *Goosebyte*

- Participate in the development of gameplay systems, internal tools, debugging, and testing

- Integrate feedback and recommendations to enrich my knowledge and strengthen my programming skills

- Collaborate with designers and artists for the implementation and refinement of gameplay features

November 2022 - December 2022
VR Developer/Analyst – *OVA*

- Create and implement an analytics system in the software

- Ensure clean and efficient code

- Documentation of the created analytics system

Training

January 2022 - December 2022
Specialization in AR/VR/MR
Institut Grasset, Montréal

November 2022 - December 2022
VR Developer internship
OVA

Skills

- C
- C++
- C#
- Python
- Javascript
- HTML/CSS
- Unity
- Unreal Engine
- Git
- JIRA
- Click Up
- Confluence

Contact

Montréal, QC, H4C 2C7
Cesar.small@hotmail.com
LinkedIn

References

Upon Request