

ELVIO SANTANGELO



ABOUT ME

I'm a passionate *Game Developer* with a jack-of-all-trades skillset, but with particular focus on Gameplay Programming, Level Design, and Artificial Intelligence. I'm extremely motivated to pursue a career opportunity in the field I love. I approach every problem with the expectation to find a solution.

CONTACT DETAILS

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<https://darakuu.github.io>

PERSONAL INFORMATION

Citizenship: Italian

Languages: Italian (native),
English (fluent)

SKILLS

- **Programming Languages:** Bash, C, C++, C, CUDA, JavaScript, OpenCL, Python, TypeScript,
- **Technologies:** Blender, Docker, Git, Git-Fork, Godot, Hammer editor, HTML/CSS, Jira, JetBrains Suite, Linux, Node.js, Source Engine, Steamworks SDK, Unreal Engine 5, VS, VSCode.
- **Miscellaneous:** Strong problem-solving skills, effective team collaboration, and high self-organization in remote work environments.

PROFESSIONAL EXPERIENCE

C++ GAMEPLAY PROGRAMMER, LEVEL DESIGNER at *Bevium SRL*
Feb 2024 – Ongoing

- ◇ Gameplay Programmer in C++, using Unreal Engine 5, with a generalist approach to Game Development.
- ◇ Deep understanding of the UE5 Reflection system, replication, multiplayer game development, and Gameplay Framework.
- ◇ Responsible for the implementation of the AI behavior in professional projects, creation of internal C++ systems, designer-focused Blueprint Systems, custom build systems using UBT and UAT, and level design
- ◇ Managed internal project planning and task tracking; led onboarding, training, and mentoring of newly hired developers.

EDUCATION

MASTER OF SCIENCE IN COMPUTER SCIENCE
University of Catania.

Oct 2023 – Ongoing

BACHELOR OF SCIENCE IN COMPUTER SCIENCE.
University of Catania.

Oct 2017 – Apr 2023

PROJECTS

ARCAS CHAMPIONS ◇ Competitive multiplayer third-person shooter; implemented player and enemy AI agents, core C++ and Blueprint systems, and custom UBT/UAT build pipelines; led level design from grayboxing through final polish; managed Kanban workflows and Git version control. Handled the deployment of the game on Steamworks.
Bevium SRL

Feb 2024 – August 2025

LIS PROJECT, CNN MODEL ◇ I implemented a CNN model to recognize the LIS sign-language alphabet by designing custom and AlexNet-based architectures, training them on MNIST and custom-acquired datasets, and building a data-acquisition and engineering pipeline.
University of Catania

July 2024

INTERLOPING HABITAT - BLACK MESA MOD ◇ I built a complete Source Engine level mod from grayboxing through final polish, crafting layouts and the overall experience, as well as the new features present in the Black Mesa engine branch.
Personal Project

July 2021

HOBBIES

Hiking, weight-lifting, kickboxing, reading, chess, travelling