David Cauchi

Game Developer

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WORK EXPERIENCE

Mars Bacon Senior Programmer - Unreal Engine 5   Present

- Leading the integration of a custom Utility AI framework to drive high-level agent behavior, with plans to incorporate blackboards and behavior trees for complex decision branches.
- Designing modular AI systems that enable scalable, context-aware behavior selection, enhancing gameplay reactivity and immersion.
- Collaborating with designers to align AI behavior with gameplay goals, narrative beats, and player engagement.
- Building core gameplay systems with a focus on multiplayer support, integrating Unreal's gameplay framework and Gameplay Ability System to enable responsive, networked FPS gameplay.

Slipgate Ironworks Gameplay Programmer - Phantom Fury Unreal Engine 4   2021- 2024

- Implemented a diverse range of combat mechanics, including player-usable weapons and abilities, ensuring responsive and engaging gameplay.
- Designed and developed a modular weapon and ability upgrade system, enabling scalable progression and player customization.
- Created interactive world elements such as terminals and keypads, enhancing player immersion and environmental storytelling.
- Worked closely with level designers to prototype and implement level-specific gameplay features aligned with design vision.
- Contributed to overall project stability by identifying and fixing gameplay bugs and optimizing performance across systems.

Slipgate Ironworks Gamplay Programmer - Unannoucd Project Unity   2021 - 2022

- Developed a custom gameplay framework in Unity, enabling full control over the game loop from application startup to shutdown, supporting flexible runtime behavior.
- Contributed to achieving a major development milestone by supporting the team through critical systems implementation and polish for the vertical slice.
- Created in-editor and runtime debugging tools, improving designer workflows and streamlining the identification of gameplay issues.

Installation 01 Lead Programmer - Unity   2018 - 2022

- Implemented low-level systems and development tools, including a custom networking layer built on top of ENet, providing reliable and performant communication for multiplayer gameplay. GitHub – NetworkAPI
- Developed core gameplay systems, including weapon functionality, player movement, and combat mechanics, ensuring responsive and scalable gameplay interactions.
- Built and maintained internal tools to assist designers and engineers, improving productivity and reducing iteration time during development.

Skills

Game Engines:

Unreal Engine 4 & 5, Unity

Programming Languages:

C++, C#, C, Odin

Tools & IDEs:

Visual Studio, JetBrains Rider, RenderDoc, VCS, Git, RAD Debugger