

LORENZO PUSATERI

Gameplay Programmer | Unreal & Unity Developer

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SUMMARY

Game Programmer passionate about gameplay systems and immersive mechanics. Developed several personal projects in Unreal Engine and Unity, focusing on combat, AI, and interaction systems. Background in arts and philosophy, with technical training in OOP and game development. Proactive team player with a strong self-learning attitude and hands-on experience in collaborative environments.

EXPERIENCE

Gameplay Programmer

Game Crafters Collective

- 📅 01/2025 - Present 📍 Remote, United Kingdom
- Developed interaction and puzzle systems for a first-person horror game using Unreal Engine, including movable props and physical doors.
 - Worked closely with a team of 15, including 5 programmers.
 - Collaborated with designers to implement AI logic and a modular combat system.
 - Actively participated in Scrum meetings.

EDUCATION

Master Degree in Theoretical Philosophy

University of Turin

- 📅 10/2019 - 07/2022 📍 Turin, Italy
- Focus on logic, philosophy of science, history of philosophy, and aesthetics

Bachelor of Arts and Cinema

University of Turin

- 📅 10/2015 - 07/2018 📍 Turin, Italy
- Studied fundamentals of computer science, art history, and media theory.

CERTIFICATIONS

Junior Software Developer

Generation

- 📅 01/2025 - 05/2025
- 500-hour intensive course focused on OOP, Agile methodologies, Java, Databases, HTML, and CSS.

SKILLS

Unreal	C++	Blueprints	Unity	C#	GitHub	OOP
JavaScript	Java	HTML	CSS	SQL	Blender	Game Design
Agile	SCRUM	Teamwork	Critical Thinking	Active Listening		
Continuous Learning	Time Management	Aesthetic Awareness				

LANGUAGES

English Proficient Italian Native

SELECTED PROJECTS

3D Beat 'em up - Unreal Engine 5 (C++ & Blueprints)

- Solo development of a third-person action game demo.
- Customizable melee combat system using Data Assets.
 - Throwable weapons and objects with unique logic and movesets managed via Data Tables.
 - AI enemies with varied behaviors, stats, and difficulty tiers.
 - Additional systems: UI, Progression Manager, Save/Load.
 - Used: motion warping, paired animations, behavior tree, chaos physics, level sequences, animation montages with custom anim notifies.

Stealth Survival Horror – Unreal Engine 5 (C++ & Blueprints)

- Development of a third-person stealth horror game.
- First-person full-body possession system for dynamic NPC control.
 - AI using Behavior Trees and State Machines (passive, alert, combat and more).
 - Advanced locomotion system inspired by Lyra and motion matching.
 - Modular inventory and interaction systems.

KEY ACHIEVEMENTS

🛡️ Combat Systems Design and Implementation

Designed and implemented advanced melee combat systems in solo projects using Unreal Engine. Leveraged data assets to create customizable movesets and weapon behaviors, resulting in modular and scalable gameplay mechanics.

★ Modular Interaction Systems

Developed reusable interaction frameworks for doors, objects, puzzles, and inventory systems across different projects. Applied solid OOP principles to ensure extensibility and maintainability.

💡 Enhanced AI System

Developed AI behavior systems combining Behavior Trees and State Machines. Designed varied NPC behaviors (passive, investigating, combat, alert, frozen) and integrated them into stealth and action gameplay scenarios.

💎 Continuous Learning and Adaptation

Successfully blended academic and technical backgrounds, completing a 500-hour development course while transitioning into professional game development environments.