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.

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

- Developed the interaction and puzzle systems for a first-person horror game, 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 Thoeretical Philosophy

University of Turin

- · Focus on logic, philosophy of science, history of philosophy, and aesthetics

Bachelor of Arts and Cinema

University of Turin

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

CERTIFICATIONS

Junior Software Developer

Generation

前 01/2025 - 05/2025

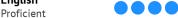
500-hour intensive course focused on OOP, Agile methodologies, Java, Databases, HTML, and CSS.

SKILLS

Unreal	C++	Bluepri	nts	Unity	C#	HTML	CSS	Java	
SQL	GitHub	00P	Blend	der	Game D	esign	-		
Agile	SCRUM	Teamwork		Critical Thinking		ing /	Active Listening		
Contin	uous Learni	ng T	ime Maı	nagem	ent A	esthetic	Awerness		

LANGUAGES

English







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.
- Al 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.
- Al using Behavior Trees and State Machines (passive, alert, combat...).
- Advanced locomotion system inspired by Lyra and motion matching.
- · Modular inventory and interaction systems.

KEY ACHIEVEMENTS

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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

Al 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

Blended academic and technical backgrounds, completing a 500h dev course and internship.