

Gian-Luca Battaglia

📍 Sydney, New South Wales, Australia ✉ luca.kbattaglia@gmail.com ☎ 0426020567 📄 in/gian-luca-battaglia
🔗 github.com/LucaKBattaglia/About-Me/blob/main/README.md

SUMMARY

I am a passionate university student with a strong foundation in game design and software development, seeking an internship or junior role within the gaming industry. For indie studios, brings a self-starting mindset, full ownership of projects, and a track record of creatively solving problems with limited time & resources. For AAA studios I can offer experience in structured development pipelines, collaborative teamwork, and scalable system design.

EXPERIENCE

Remote Game/Software Developer Intern

Liminal VR

February 2025 - Present, Suite 1.04/17-19 Yarra St, Abbotsford VIC 3067

- Designed an interactive VR experience using Liminal VR's SDK, aligning with their physiological principles and design standards.
- Operated within a Scrum-based workflow/Agile SDLC, to reporting weekly on project milestones and progress.
- Engineered and integrated a responsive NPC drone system using C# and Unity, driven by real-time VR headset positional data.
- Performed QA testing to uphold usability and performance standards, documenting issues to support iterative improvements.

Customer Service

Woolworths Group

September 2022 - Present, 26-28 Kenthurst Rd, Dural NSW 2158

- Delivered exceptional customer service; resolved complaints professionally and earned a Certificate of Excellence for outstanding performance.
- Maintained a clean, organised workspace while managing high-volume transactions efficiently.
- Supported multiple departments including checkout, packing, and bakery, demonstrating flexibility and cross-functional teamwork.

PROJECT

PacGen - 3D Procedurally Randomly Generative Maze Game – Sole Game Developer & Designer

Self-Developed Project • github.com/LucaKBattaglia/PacGen

- Developed a randomised 3D procedurally generated maze system inspired by Pac-Man, introducing dynamic layouts to enhance replay-ability.
- Integrated Unity NavMesh AI with Unity's tag's & my own custom C# scripts for autonomous enemy pathfinding in changing environments.
- Optimised performance to achieve seamless gameplay on low-end devices, utilising advanced C# scripting techniques and efficient memory management to support dynamic maze generation.

Swing City - 3D Platformer Parkour Game – Lead Game Designer & Developer

Macquarie University Project • github.com/LucaKBattaglia/COMP3151

- Built advanced physics-based player mechanics: sliding, running, crouching, wall-running, swinging based off momentum & artificial gravity.
- Adapted architectural designs from successful franchise experiences to create engaging gameplay environments, increasing player retention.
- Developed fast-paced level production method through use of inverse modelling techniques and integrated advanced UI customisation features.

EDUCATION

Bachelor of Game Design and Development

Macquarie University • Sydney, NSW • 2025

Certificate of Game Design and Development

Macquarie University College • 8 Sir Christopher Ondaatje Ave, North Ryde NSW 2113, Australia • May 2022

SKILLS

Programming Languages: C#, C++, Java, Git, JavaScript, HTML5, JQuery, CSS, SQL, Objective-C

Software: Github, Unity, Blender, Trello, Eclipse, VS Code, VS Studio, Unreal Engine, Excel

Hard Skills: Game Development, Game Design, Gameplay Design, Game Programming, UI/UX development, QA Testing, Code Optimisation

Soft Skills: Leadership, Creative Problem-Solving, Project Management, Adaptability, Unconventional Thinking, Teamwork

Technical Skills: Object Oriented Programming, Version Control, Scrums, Scrum Management, SDLC Proficiency, Project Management, Sprint Management, Script Programming, Level Designing, 3D Programming, 2D Programming, Github Management, System Management, Agile Development, Iterative Development, Prototype-Based Development
