Macéo Muccignato
Gameplay Programmer

Personal Information

👤 **Macéo Muccignato**

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📞 06 78 44 43 65

🏠 219 route de Thoux
32600 Monbrun

📅 20 novembre 2004

🚗 Driver's license (B)

🌐 https://muccignatomaceo.
github.io/Portfolio/

Languages

French ●●●●●
English ●●●●○

Soft Skills

■ Energetic & dynamic
■ Independent & curious
■ Team spirit & good listener

Education

Game Design Program	**2022 - 2025**
ESMA, Toulouse	
General Baccalaureate – Mathematics and Physics-Chemistry	**2019 - 2022**
Lycée général Joseph Saverne, L'isle Jourdain	

Professional Experience

Sales Employee	**2023 - 2024**
Carrefour Market L'isle Jourdain	
Internship – Observer	**2022**
France 3 Occitanie, Toulouse	
Internship – Observer	**2019**
TAT Production	

Skills

Skill	Level
Blueprint	●●●●●●●●○○
Unreal Engine 5	●●●●●●●●○○
C#	●●●●●○○○○○
Unity	●●●●●●○○○○
C++	●●●●○○○○○○

Projects

Muse (Unreal Engine 5, 2025)
- **Narrative game with mini-games and 2D animations.**

Gobelin Mania (Unreal Engine 5, 2025)
- **Game inspired by Vampire Survivors.**

OCULI (Unreal Engine 5, 2024)
- **Horror game with an evolving environment and artificial intelligence (Enemies).**