Nicolás Ramallo

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PROFESSIONAL PROFILE

I am a Game Developer based in Córdoba, Argentina, specializing in Unreal Engine and C++. With a background in Virtual Simulations and Industrial Design, I focus on the technical implementation of gameplay systems. My approach combines a solid understanding of 3D environments with clean, functional code. Currently, I spend most of my time inside Unreal, though I also have experience working with AI and Python when the project requires it. I'm interested in building systems that are efficient, scalable, and feel right for the player.

TECHNICAL SKILLS

Engines & Languages: Unreal Engine 5/4, C++, Blueprints}.
Game Systems: Gameplay Ability System (GAS), Replication (Multiplayer), Behavior Trees, AI/Navigation.
Automation & Tools: n8n, OpenAI APIs, REST Integrations, Git, Sourcetree, Bitbucket, Jira.
Languages: Spanish (Native), English (Intermediate).

WORK EXPERIENCE

IT Analyst / AI Developer
Oct 2024 — Present

Cintelink — Córdoba, Arg

- Designed and implemented AI-driven automations using n8n, improving operational workflows.
- Built conversational Slack bots integrated with OpenAI APIs for automated support.
- Implemented REST-based integrations with Jira and internal services.
- Enhanced response accuracy through contextual memory and RAG-based techniques.

Unreal Engine Developer
May 2022 — Jul 2024

Ravegan — Remote

- Developed multiplayer/single-player games using Unreal Engine 4 & 5.
- Implemented replicated gameplay mechanics, UI systems, and networking logic (C++ / Blueprints).
- Designed scalable character abilities using Gameplay Ability System (GAS).
- Developed AI behaviors using Behavior Trees for gameplay and NPC logic.

Videogame Developer
Nov 2021 — Mar 2022

Livemedia — Remote

- Developed web games for Cartoon Network and Discovery Kids using Phaser (JS).
- Implemented gameplay logic, UI, and interactive mechanics optimized for web.
- Translated game design requirements into functional and maintainable codebases.

PROJECTS

Psyker (Link) — **2022 — 2023**
Unreal Engine 4

- Multiplayer 3D fighting game developed in Unreal Engine 4.
- Implemented gameplay systems, UI, and networking using C++ and Blueprints.

Roguelike Prototype — **2023 — 2024**
Unreal Engine 5 (Unreleased)

- 3D roguelike prototype developed in Unreal Engine 5.
- Implemented abilities and weapons using Gameplay Ability System (GAS).
- Developed gameplay logic, UI systems, and AI behaviors in C++ and Blueprints.
- Conducted internal code reviews and system refactors.

Party Game — **2023 — 2024**
Unreal Engine 5 (Unreleased)

- Multiplayer party game inspired by Fall Guys.
- Developed minigame logic, UI systems, and replicated gameplay features.
- Implemented AI behaviors using Behavior Trees.

Blue Rider Neon (Link) — **2021 — 2022**
Unity

- 2D space shooter developed in Unity.
- Implemented gameplay mechanics, UI, and AI behavior systems.

EDUCATION

Virtual Simulations and Videogames — 2017 — 2022
IES College (Córdoba, Argentina)