

Video Game Programmer with multiple published games for PC and gaming consoles. My expertise covers AI programming and gameplay systems development.

Shipped games

- **A Quiet Place: the road ahead - Stormind Games / Saber Int.** **AI Programmer - Unreal Engine 5**
 - Developed the intelligent behaviour of the monster, using Unreal Engine's behaviour tree, Environment Query System and navigation system.
 - Developed the "Dynamic difficulty system" whose task is to change the difficulty of defeating the monster based on Player's skills.
 - Developed the "Microphone noise detection system", which allows the monster to hear the player's voice.
 - Developed the "Hint system", which helps the player find objectives and useful items.
- **Batora: Lost Haven - Stormind Games** **System Programmer - Unreal Engine 4**
 - Maintenance and bug fixing of existing gameplay systems.
- **Smart Rehab - Red Raion S.R.L** **Generalist game programmer - Unreal Engine 4**
 - Developed eleven mini games for a VR serious game with rehabilitation purpose.

Work Experience

- **System & AI Programmer - Stormind Games S.R.L** **March 2023-Present**
 - Development of AI agents and gameplay systems in Unreal Engine and C++ programming language.
 - Maintenance and bug fixing of brand new and existing code, choosing the most efficient solutions.
 - Worked with a team of 50+ people in an agile environment.
 - Mastered Software versioning using tools like Git and Perforce.
- **Generalist Game Programmer - Red Raion S.R.L** **March 2022-March 2023**
 - Development of mini games for a VR project in Unreal Engine and C++ programming language.
 - Ownership of the project as a solo developer.
 - Demonstrated ability to communicate and collaborate with external partners.
 - Mastered Software versioning using tools like Git.
- **Salesforce developer - Deloitte** **April 2021-March 2022**
 - Development of software solutions for Salesforce platform using Apex programming language.
 - Worked with a team of 20+ people in an agile environment.
 - Demonstrated ability to communicate and collaborate with clients and external partners.
 - Mastered Software versioning using tools like Git.

Education

- **University of Catania** **2017-2021**
 - Bachelor of Science, Computer Science
 - Vote: 110/110
 - **Highlight Courses:** Video Game development (C#, Unity3D), Programming I - II (C++, sorting algorithms, data structures), Software Engineering (Java, Design patterns).

Skills

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|----------------------------|---------------------------|------------------------|------------------|
| ● Unreal Engine 5 | ● Behaviour tree | ● OOP | ● Git / Perforce |
| ● C++ Programming language | ● EQS / Navigation system | ● Software Engineering | ● Agile |

Languages

- Italian: native
- English: intermediate