



MICHAEL DILUCCA

Highly versatile technical leader with 10+ years of success in full-lifecycle delivery across diverse industries (Aerospace, Medical, Entertainment).

A self-starter focused on systems scalability, business efficiency, and product alignment.

This foundation is amplified by 10 years of competitive rowing, instilling an empathetic, 'all-in' team mindset dedicated to mutual high-performance.

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EXPERIENCE

Atom Switch Inc. – Senior Gameplay Engineer | Remote | Apr 2023 - Current

Projects: [Rebel Core: Awakens](#), [INFESTSTATION](#)

- Served as Acting CTO for the past year, defining, designing, and implementing the entire technical vision and architecture for a new title, Rebel Core
- Owned all game AI development for INFESTSTATION from prototype to production including pathfinding and state logic
- Built a procedural Mission System Framework with runtime validation tools and modular architecture in Unreal Engine 5 C++
- Created full-featured multiplayer lobby with session management, replication, and game summary screens using online systems
- Collaborated with a cross-disciplined team of creatives and designers to shape mission logic and pacing across dynamic content
- Optimized CPU and render thread performance using analytical tools and trace data, reducing latency and bottlenecks ~100%
- Maintained and iterated gameplay systems post-launch to support major patches and updates

Flight School Studio – Interactive Developer | Hybrid Dallas | Apr 2020 – Feb 2023

Projects: [Glow Tennis](#), [Speed Caddy](#), ElbitVR, Airforce Wingman, [War Remains](#), [Island Time](#), [Stonefly](#), [FOX Upfront](#)

- Collaborated directly with broad and diverse teams including: engineers, artists, designers, directors, celebrities, and CEOs to bring a wide variety of projects from prototype to final polish
- Developed modular gameplay mechanics, ability systems, and UI across Unreal Engine and Unity pipelines with C# and C++
- Worked and tested emergent technologies in a fast-paced, highly iterative development environment
- Delivered scalable systems that adapted to evolving requirements, client feedback, and cross-platform deployment

The Boeing Company – Senior Game Engineer | Philadelphia | Mar 2016 – Mar 2020

Projects: [DISCOVERY Mars](#), [DISCOVERY Ocean](#), [Future Factory](#), [Aircraft Tech Manual](#)

- Founded and grew the internal VR/AR/MR initiative from 2 to 18 members, driving adoption of new technology and cross-enterprise solution delivery
- Patented and delivered the "Wiring App," a technical training solution resulting in >50% time improvement to engineers on the shop floor
- Led technical execution of the \$18M Future Factory project, with \$2B projected revenue impact for the V-22 program
- Designed system architecture and storyboards for an educational application with DISCOVERY EDUCATION
- Provided quality assurance, tuning, and data analysis for live deployments and system maintenance
- Crafted networked applications for training, business needs, and mission-critical simulation

Drexel University – Project Lead | Philadelphia | Feb 2016 – Mar 2017

Projects: [Shadow Circuit](#)

- Led a team of 12 developers through a year-long VR game development project, implementing agile methodology with regular meetings to guide both the creative vision and complex technical implementation for successful project delivery
- Engineered physics-based real-time movement systems in C++ using Unreal Engine, including zero-gravity and orbital dynamics
- Engineered modular AI behaviors and gameplay systems with a focus on player feedback and mechanical depth
- Awarded Drexel University's "Best VR Experience" and Distinguished Engineering Project Achievement Award

ECFMG – Full Stack Developer | Philadelphia | Mar 2015 – Sep 2015

Projects: [ERAS](#), [FEDO](#)

- Rapidly absorbed complex medical certification, residency, and fellowship processes while learning and applying full-stack development to create administrative tools for managing and annotating millions of applicant records
- Wrote optimized queries and backend services to support high-traffic systems, ensuring strong data integrity and performance
- Collaborated in an agile team with two-week sprints, handling planning, task breakdowns, code reviews, and retrospectives

Skyless Games Studios – Junior Gameplay Engineer | Philadelphia | Mar 2014 – Apr 2015

Projects: [Follow The Money](#)

- Rapidly onboarded and absorbed complex governmental and financial industry knowledge to inform game design
- Implemented new assets from a team of artists and integrated new technologies and libraries into multiple titles
- Designed point and click mechanics from scratch to work alongside Unity animation framework

EDUCATION

DREXEL UNIVERSITY | Philadelphia | Aug 2012 - Apr 2017

Bachelor of Science; Computer Science (Game Concentration, Artificial Intelligence Track)

ADDITIONAL INFORMATION

- **Tools & Languages:** C++, C#, Unity, Unreal Engine, Perforce, Git, Maya, Jira, Teams
- **Technical Expertise:** Gameplay Programming, Game Mechanics, Level Blueprinting, Multiplayer Systems, UI Systems, Client/Server Architecture, Performance and Graphics Optimization, Profiling & Debugging, 3D Math