

Patricio Di Lauro

Software Engineer / Gameplay Developer



Remote — Argentina



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Professional Summary

Gameplay-oriented Software Engineer with experience building and optimizing interactive systems across **Unity** and **Unreal Engine**, including early development work on *Rebel Engine* (Unreal Engine 5, published on Steam by Seven Leaf Clover).

Strong technical foundation in **C#** and **C++**, backend integration (**AWS**, **PlayFab**, **Strapi**, **Azure**), and **cross-platform development** for PC, WebGL, and mobile.

Known for bridging design and engineering through clean, modular code and iterative feature delivery. Currently working as a Software Engineer at **TGA**, aiming to contribute to high-quality, gameplay-driven experiences within a collaborative AAA environment.



Professional Experience

TGA — Software Engineer



2024 – Present | Remote, Argentina

- Develop and maintain **gameplay and system features** in Unity, emphasizing modularity, maintainability, and runtime performance.
- Integrate and maintain backend systems using **AWS**, **Azure**, and **Strapi**, improving deployment efficiency through **CI/CD pipelines**.
- Collaborate closely with designers, artists, and QA to ensure feature consistency and stable releases.

- Support **profiling, debugging, and optimization** for smooth performance across **WebGL** and **mobile**.
 - Participate in **code reviews** and architectural planning to uphold clean coding standards.
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Pathfinders Studio — Game Developer

 2020 – 2024 | *Remote, Argentina*

- Designed and implemented **gameplay systems**, UI, and live ops tools for **mobile, WebGL, and PC** releases.
 - Worked extensively with **Unity (C#)** and contributed to **Unreal Engine** prototypes and internal tooling (**Blueprints & C++**).
 - Integrated **PlayFab** for player data, analytics, and economy management.
 - Delivered optimized builds deployed to the **Play Store** and internal platforms.
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Published & Collaborative Projects

Rebel Engine — *Gameplay Programmer (Seven Leaf Clover — Independent Team)*

 2020 – 2022 | *Unreal Engine 5 | PC / Steam*

- Contributed to the early development of **Rebel Engine**, a 3D action game built in **Unreal Engine 5**, developed by **Seven Leaf Clover** and later published on **Steam (2025)**.
- Worked on **gameplay prototyping, input systems, and environment interactions** using **Blueprints** and **C++**.
- Focused on **gameplay iteration, performance testing, and modular system architecture** during early production stages.

- Collaborated with a small, multidisciplinary team to define gameplay feel, technical implementation, and feature scope.

 store.steampowered.com/app/1977200/Rebel_Engine

Technical Skills

Programming: C#, C++

Game Engines: Unity (2D/3D, URP/HDRP, Addressables, Profiler), Unreal Engine 5 (Blueprints, C++, shipped project: *Rebel Engine*)

Gameplay Systems: Player movement, UI flow, save systems, live ops, tools development

Backend & Cloud: PlayFab, AWS (Lambda, S3, CloudFront), Strapi, Azure

DevOps: Git, GitHub Actions, CI/CD pipelines

Optimization: Profiling, memory management, asset bundling

Design Patterns: Dependency Injection (Zenject), Modular Architecture, MVC/MVVM

Project Management: Jira, Confluence, Agile/Scrum

Languages: English (Professional Proficiency), Spanish (Native)

Education

Higher Technician in Video Game Development

Image Campus | 2018 – 2020

- Specialized in **game architecture**, rendering, and gameplay programming.
- Led final project team through full production cycle from **prototype to release**.