Davide Marchesan

Gameplay Programmer | Unreal Engine Developer
Italy - Available for international relocation

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GitHub | LinkedIn

Professional Summary

Software engineer with 8+ years of experience in creating and maintaining applications and scalable systems, now focused on gameplay development with Unreal Engine (C++). Passionate about coding, video games and building systems from concept to implementation.

Game Projects

Multiplayer Racing Prototype - Unreal Engine 5 (C++)

Personal project | Demo video | GitHub

TrackMania-inspired multiplayer game with custom car physics and in-game track editor.
- Implemented custom car movement using fixed-step simulation independent from frame rate
- Computed lap times based on simulation steps
- Built a modular in-game track editor
- Developed multiplayer logic including state management, match flow and player synchronization
- Integrated Steam for session creation

Escape Room Prototype - Unreal Engine 5 (C++)

Personal project | Demo video | GitHub

Escape room with interactable items and modular puzzle systems.
- Designed and developed designer-friendly tools for building levels with reusable gameplay components
- Implemented game objectives, checkpoints and tutorial systems
- Developed character custom abilities system
- Designed and developed custom basic enemy AI (chasing player, losing sight, returning to patrol path)

Professional Experience

NAVOO / Full-stack developer

January 2017 - December 2025
- Designed and deployed scalable serverless applications and cloud solutions on AWS.
- Developed full-stack web applications using Angular and Node.js
- Developed custom websites and themes, implementing client requests and translating design mockups into responsive user interfaces
- Designed and developed Alexa skills and games with AWS services
- Implemented CI/CD pipelines for efficient deployment and maintenance

Skills

Game Development
- Unreal Engine & C++, Slate UI
- Unity & C#
- Gameplay systems, Network & Replication
- Experience creating simple 3D assets in Blender for personal projects

Full-stack & Web Development
- TypeScript & JavaScript (Node.js, Express.js), Angular, Flutter, PHP, MySQL, Linux

Cloud & DevOps

- AWS CDK, AWS Cloud (Lambda, DynamoDB, SQS, SNS, SES, IAM, EC2), CI/CD (AWS CodeBuild), Git

Key Projects

Question of the day - Voice-Based Game (Alexa) - NAVOO
Amazon Alexa Skills Store
- Designed and developed an interactive Alexa Skill game that presents users with a daily question, shares interesting facts, and provides feedback comparing user responses to the wider audience
- Developed the backend logic, and AWS integration for scalable deployment
- Published on the Alexa Skills Store for public use

Question of the day - Flutter game port - NAVOO
- Developed cross-platform mobile version of the Alexa game using Flutter, integrated with AWS backend for user data and scoring system
- Project not published due to company policy, but served as a proof-of-concept for multi-platform expansion

Raccolta Rifiuti - Alexa Skill - NAVOO
Amazon Alexa Skills Store
- Developed an Alexa skill that helps users manage waste collection schedules by providing accurate information on disposal days
- Built a control panel/dashboard allowing users to create and manage personalized collection calendars
- Designed the backend logic, voice interface, and AWS integration for reliable and scalable operation
- Published on the Alexa Skills Store for public use

Languages

Italian (native)
English (intermediate)

Education

Game Programmer (1 year)

Event-Horizon, Padua, Italy - 2019/2020

Learned the fundamentals of game development working in a team of developers, artists and designers to cooperate and create a game in Unity.

AWS Certified Alexa Skill Builder

AWS - 2019

Web Developer Certificate

DIEFFE, Padua, Italy - 2016

High School Diploma - Accounting & IT

Castelfranco Veneto, Italy - 2015