MARCO PIAMONTE

GAMEPLAY PROGRAMMER

CONTACT

✉ marco.piamonte04@gmail.com

📍 Currently in Malmö, open to relocation

in https://www.linkedin.com/in/marco-piamonte-b78502247/

⊙ https://jady17500.github.io/PortfolioWebsite/

SKILLS

- Unreal Engine 5 (BP and C++)
- Unity (C#)
- Version Control (Git, SVN, P4)
- Problem Solving
- Team Working

LANGUAGES

- English (C1)
- Italian (Native language)

PROFILE

I am a videogame enthusiast and was always passionate about the techical aspects behind them. I have experience creating games with both Unity and Unreal Engine. I am also familiar with version control systems such as Git, SVN and Perforce.

WORK EXPERIENCE

- **BigRock**
  R&D Programmer — MAR 2024 - AUG 2024
  - Internship

EDUCATION

Futuregames Malmö — SEP 2024 - Current
Game Programmer
- Currently pursuing the education

BigRock Institute of Magic Techonologies — SEP 2023 - FEB 2024
Programming Course

PROJECTS

Steelsilk Championship - **Unreal Engine 5** — JAN 2024 - JUN 2024
Group Project (Started during course, continued during intership)
- Created and implemented the abilities for one of the characters
- Created Widget system for controller navigation
- Created a system for linking 3D objects to UI elements (3D cards linked to the upgrades)
- **Steam Page**

Gunsmoke and Grimoires - **Unity** — JAN 2025 - FEB 2025
Group Project (Part of education)
- Created the combat mechanics for the player (shooting, spells and dashing)
- Implemented the sounds using the Fmod event system
- Linked the play mode UI to gameplay elements (Healthbar, ammo UI damage indicators and spell cooldown)
- **Itch Page**