MILA PESA MAZZOLA

Game Programmer in C++
& Unreal Engine 5

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🖥 https://milapesa.github.io/

in Mila Pesa Mazzola

👤 Summary

I'm a Game Programmer with a robust background in C++ development, 2 years of experience with Unreal Engine 4 & 5, and a passion for creating new gameplay mechanics. With a proven track record, I've successfully collaborated in dynamic teams, assuming roles such as Gameplay Developer, Front-End Specialist, Console Porting Expert, and Quality Assurance professional.

Education

System's Analyst Degree
ORT University
2022 - 2024

Expertise

- Unreal Engine 4/5 and C++ Development
- Node.js & React Development
- C# for Unity
- C1 English level Advanced Professional
- Management of projects using Perforce

💼 Work Experience

2023 - Present

Globant
Game Programmer

- Working with the Epic team polishing the new Rocket Racing game mode in Fortnite.
- In charge of the Streaming Pod for the Xbox Console & part of the mobile team development

2021 - 2023

Nimble Giant Entertainment
Gameplay Programmer

- Working on a AAA Multiplayer Extraction Shooter Game.
- Implementing new features for the player and refactoring legacy systems using GAS & Unreal Engine
- Interviewing & Onboarding new juniors to the team.

🎓 Courses

Unreal Engine 4/5 Game Development with C++ & Blueprint
Gamedev.tv - Udemy

Front-End Development
Aprende Programando - GCBA