

Michael Venvenutti

Gameplay Programmer

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HIGHLIGHTS

05/9/2024: Final Showcase Most Commented Project

SKILLS

- Effective Communication
- Problem Solving
- Responsive to Feedback
- Team Collaboration
- Debugging
- Code Management
- Ambition
- Adaptability

EXPERIENCE

Gameplay Programmer Intern

January 2025 - Present

Epic Games- Remote

- **Prototyped** gameplay mechanics across three projects utilizing **developing** devices.
- **Collaborated** with a **globally diverse team**, contributing to game development in **UEFN** and **Verse**.
- **Playtested** and reported bugs a developing game mode and template, improving stability.
- **Analyzed** and reported concerns on **pre-existing** features, offering recommendations.

EDUCATION

Bachelor of Science in Game Development (B.S.)

May 2024

Full Sail University, Winter Park FL

Relative Coursework: Linear Algebra, Artificial Intelligence, Game Integration

PROJECTS

LE PESTE NOIRE

January 2024 - May 2024

Full Sail University– Winter Park, FL

GAMEPLAY PROGRAMMER

- **Lead** combat development with complex **AI** behaviors and mechanics using **Blueprint and C++**.
- **Collaborated** with team to **iterate** on new **gameplay features**.
- **Designed** and incorporated visual and audio effects through project.
- **Achieved** recognition for gameplay **innovation** at Full Sail Showcase.

BIRD WARS

August 2023 - September 2023

Full Sail– Winter Park, FL

GAMEPLAY PROGRAMMER

- **Implemented** core player movement and controls using Gateway API and **C++**.
- **Engineered** gameplay logic and system management by applying 3D math and FLEC Systems.
- **Optimized and maintained** gameplay codebase to support ongoing development.
- **Assisted** non-gameplay roles such as model importing, asset rendering, and other minor tasks.

TECHNICAL SKILLS

- C++
- Unreal Engine 4/5
- FLECS experience
- GitHub
- C#
- Unity
- Jira
- 3D Math
- Verse
- UEFN experience
- Perforce
- Linear Algebra