Denis Faraci
Gameplay Programmer
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SUMMARY

Gameplay Programmer experienced in **Unreal Engine** and **Unity**, focused on scalable systems and clean architecture, developing modular **frameworks** for **published titles** while collaborating with teams, adapting to workflows and working independently with self-motivation and ambition.

SKILLS

- **Unreal Engine 5** – 3+ years in gameplay programming specializing in gameplay systems using **Blueprints and C++**, creating fully **data-driven** systems, experienced with the **Gameplay Ability System** and the Engine source code; Two games published on **Steam**, one near release.
- **Unity** – 5+ years indie experience creating core gameplay systems, including frameworks. Published a game on **Google Play**.
- **Netcode** – Implemented multiplayer systems using the **Replication System in Unreal Engine** and **Mirror for Unity**, with experience integrating **Steamworks** and **Google Play Services** APIs.
- **C / C++ / C# / .NET** – Developed desktop and console applications with a focus on **OOP**, memory management and performance.
- **UI Programming** – Created a modular node-based dialogue system with the **Unity UI Toolkit**, implemented different UI systems for multiple Unreal Engine plugins using its **UMG** and **Slate**.
- **Version Control / Git / GitHub** – Collaborated on multiple repositories using the **Git-Flow** branching model, resolving difficult conflicts, helping and mentoring team members to understand the best practices of version control.
- **Project Management / Jira / HacknPlan** – Worked on various projects, managing tasks, sprints, backlogs, and milestones. Supported interdepartmental collaboration using **agile workflows** and effective communication with the game design department.
- **UML / TDD** – Used UML for documentation and TDD to ensure reliable, maintainable code.
- **Python** – Used in Unreal for **automation**, integrating databases into DataAssets and using it for editor utilities.
- **CI/CD Pipelines** – Familiar with **automated workflows** for building, testing and deploying projects.
- **HTML / PHP / MySQL / JQuery / Javascript** – Developed websites, including a personal portfolio.
- **Java / Assembly** – Developed applications and contributed to technical projects across paradigms.
- **Microsoft Office** – Documentation, production planning and reporting.

WORKS

The Negative Edge - *Unreal Engine 5.5*   *Nov 2024 - Current*
Developed core gameplay systems, including RPG mechanics, inventory, UI and Weapon System in Blueprint and C++, collaborating with design and art teams; achieved 2k+ views, 300 downloads and early feedback; showcased at **Gamescom** and **DevGAMM**, upcoming on Steam and released on Itch.io.

Weabot - *Unreal Engine 5.3*   *Jan 2024 - Jul 2024*
Developed modular core systems such as inventory, achievements, save system, AI, UI, project architecture and quality-of-life features; released on Steam and Itch.io.

Self - *Unreal Engine 5.4*   *Nov 2024 - Dec 2024*
Sole programmer, developed core systems including AI, 3C, UI, inventory and a custom Input Register System vital for the horror mechanics; achieved 400+ views, gained exposure through YouTube videos; presented at **IGDA**, upcoming on Steam and released on Itch.io.

VUEDK Framework - *Unreal Engine 5.5+*   *Jan 2024 - Current*
Developed modular plugins for gameplay, UI, AI and utility systems, refined through years across multiple projects, receiving lots of feedback from different game designers, improving reusability and ease of use; upcoming on **FAB**.

VUDK Framework - *Unity 2022.3.10f1+*   *Jan 2023 - Current*
Developed a modular framework for gameplay, UI, AI and utility systems, including character controllers, input, checkpoints, saving, crafting, weapons, dialogue, exploration and more;

EDUCATION

Event Horizon School - *Final Grade: 30/30*   *Oct 2022 - Oct 2025*
Completed the Game Programming course of over 1000 hours, focusing on Unity C# and Unreal C++; recognized for top performance throughout the program examinations.

I.T.I.S. ”C. FACCHINETTI” - *Final Grade: 94/100*   *(self-directed study included) Sep 2015 - Oct 2022*
Completed a high school program in computer science and software engineering, collaborating on team projects; awarded a post-graduation scholarship and featured in local media.

LANGUAGES

Italian – Native; **English** – B2 (Professional working proficiency)