

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)

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