Denis Faraci
Gameplay Programmer
Italy, Milan
+39 339 1172868
voydergames@gmail.com
zvoyder.github.io

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 and systems architecture with **Blueprints and C++**, creating fully **data-driven** systems. 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 performance-oriented desktop and console applications with strong focus on memory management and optimization.
- **UI Programming** – Created modular inventory and node-based dialogue systems in **UMG**, **UI Toolkit** and **IMGUI**.
- **Version Control / Git / GitHub** – Collaborated on multiple repositories, resolving conflicts and managing workflows across teams.
- **Project Management / Jira / HacknPlan** – Coordinated tasks and interdepartmental collaboration, supporting **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**, database integration into DataAssets and pre-engine workflows.
- **CI/CD Pipelines** – Familiar with **automated workflows** for building, testing and deployment of projects.
- **HTML / PHP / MySQL / JQuery / Javascript** – Developed websites, including 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 feedbacks; showcased at **Gamescom**, nominated at **DevGAMM** Awards, upcoming on Steam and released on Itch.io.

Weabot - *Unreal Engine 5.3*   *Jan 2024 - Jul 2024*
Developed modular Checkpoint, Inventory and Quest systems with dynamic Input Glyphs, reusable Blueprint/C++ frameworks and contributed to UI, game structure 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 forming the core horror mechanic; achieved 400+ views, with additional exposure through YouTube gameplay 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 and utility systems, refined with designer feedback for scalability, reusability and performance; includes documentation and forms the foundation of a personal development framework. Upcoming on **FAB**.

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

EDUCATION

Event Horizon School - *Final Grade: 30/30*   *Oct 2022 - Oct 2025*
Completed an intensive Game Programming course; consistently recognized for top performance throughout the program.

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

LANGUAGES

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