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++. 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**.
- **Unreal C++ / Netcode** – Developed games with custom replication, networking and multiplayer support in Unreal and using **Mirror** in Unity.
- **C / C++ / C# / .NET** – Built multiple desktop applications and a complete console ASCII-Art game.
- **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, and back-end tools supporting production pipelines.
- **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*
Led 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**, 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)