

## 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; 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)