Denis Faraci

Gameplay Programmer
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SUMMARY

Gameplay Programmer experienced in **Unreal Engine** and **Unity**, focused on scalable systems and clean architecture. Developed modular **frameworks** for both engines and **published titles on Steam and Google Play**, ensuring smooth collaboration across departments.

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 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**.
- **Git / GitHub** – Collaborated on multiple repositories, resolving conflicts and managing workflows across teams.
- **Project Management / Jira / HacknPlan** – Coordinated tasks and facilitated interdepartmental collaboration.
- **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; 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, plus dynamic Input Glyphs for keyboard/controller, implemented reusable Blueprint and C++ frameworks, 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, and inventory, and built a custom Input Register System to record and replay player actions via a "ghost" character, forming the core horror mechanic; 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, developing skills in gameplay systems, Unreal Engine, and Unity, and collaborating with design, art, and programming teams on real projects.

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 programming, collaborating on team projects. Awarded a post-graduation scholarship recognized in local media.

LANGUAGES

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