Giammarco Agazzotti

GAME PROGRAMMER

Giammarco Agazzotti
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SKILLS

C++ I used C++ during the whole development process of RiMS Racing. I worked on this game using a custom engine, the KT Engine, which was used by Kylotonn to develop the latest WRC e TT Isle of Man Ride on The Edge games.

Unreal Engine 5 I work with UE5 every day, mostly via C++ but also through blueprint scripting. I am also familiar with the Gameplay Ability System and the Game Framework.

Visual Studio I used Visual Studio - alongside with Visual Assist - at Raceward Studios and right now at Stormind Games.

Unity/C# The first project I worked on, Exit Limbo: Opening, was made entirely using Unity e C#.

Perforce I used Perforce for 2 years at Raceward Studios and I'm using it right now at Stormind Games.

Git I used Git for years for personal and professional projects, both via bash terminal and via GUI applications (GitHub Desktop/ Source Tree).

ME, IN A NUTSHELL

I am a positive and hard-working person and I love working on a team.

I have the ability to contribute to a project in various ways. Not only by coding but also by analyzing and discussing features from a design standpoint, simply because I want to put all my energy and feelings into what I contribute to. To me, this is the essence of Game Development.

EXPERIENCE

Stormind Games / Gameplay Programmer
FEBRUARY 2023 - Today, REMOTE

I've worked on an unannounced AA co-dev project developed using Unreal Engine 5. I create gameplay features with C++ and blueprint scripting if needed.

TwistedMirror Games / Gameplay Programmer
NOVEMBER 2021 - AUGUST 2022, REMOTE

I worked on Pixel Traveler, a puzzle game based on the japanese game Nurikabe.

I worked on the majority of the features.

Raceward Studio / Gameplay Programmer
FEBRUARY 2020 - OCTOBER 2021, MILAN

At Raceward Studios I worked on RiMS Racing, a mechanic and driving motorbike simulator, developed with C++ using the KT Engine. I handled all the basic aspects of gameplay for some key game features (camera/audio integration/UI integration) and developed a whole game mode.

Virtual Craft Studio / Gameplay Programmer
SEPTEMBER 2017 - FEBRUARY 2020, MODENA

At Virtual Craft Studio I developed Exit Limbo: Opening, a side-scrolling beat 'em up made with Unity (C#). I was the only programmer, so I handled all the main gameplay features, especially combat/fighting features.

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RELEVANT PORTFOLIO PROJECTS

- *UNREAL ENGINE 5 PROJECT (TBA)* // **STORMIND GAMES**
Unreal Engine 5 (C++ and Blueprints) - Cross Platform

- *RiMS RACING* // **RACEWARD STUDIOS**
KT Engine (C++), proprietary engine by Kylotonn Games - Cross Platform

The first motorbike simulation that combines a realistic racing challenge with engineering and mechanics!
Ride the world's most powerful motorbikes and optimise their performance by swapping out parts and analysing data in real time.

Link: **https://racewardstudio.com/games/rims-racing/**

- *PIXEL TRAVELER* // **TWISTEDMIRROR GAMES**
Unity Engine (C#) - iOS/Androd

A pixelated puzzle game inspired by the japanese game "Nurikabe".

Link: **https://pixeltraveler.twistedmirror.games/**

- *EXIT LIMBO: OPENING* // **VIRTUALCRAFT ENT.**
Unity Engine (C#) - Steam

Exit Limbo : Opening is the first chapter of a neo-retro side-scrolling beat 'em up with adventure elements, elaborated fighting mechanics, memorable enemies and a truly unique setting and visual art style

Link: **https://store.steampowered.com/app/1051900/Exit_Limbo_Opening/?l=english**

...And More!
I worked on many other small projects (personal projects/game jam projects). You can find those (and some more infos) on my personal website: **http://giammarco.agazzotti.com**