Giammarco Agazzotti

GAMEPLAY PROGRAMMER

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SKILLS

TOOLS: *Unreal Engine 5, C++ (A proprietary engine and UE), Visual Studio, Jetbrains Rider, Unity/C#. Perforce/P4V, Git*

FEATURES: *GAS, Equipment, UI, Combat, Initeraction, Cinematics, State Machines, State Trees, Audio, Traversal, 3C*

EXPERIENCE

Grip Digital / Gameplay Systems Programmer

JUNE 2025 - OCTOBER 2026, REMOTE

Games: **Police Simulator**, **Ranger's Path: National Park Simulator**

- Gameplay Ability System
- World zones related systems
- Quest/mission features
- Performance optimization
- Interaction system

Stormind Games / Gameplay Programmer

FEBRUARY 2023 - MAY 2025, REMOTE

Games: **2 unannounced projects**

- Gameplay Ability System Integration
- 3C (first person and third person)
- Inventory and equipment systems
- Interaction system
- Combat system (hitbox/hurtbox/damage scaling/...)
- Gameplay cinematics integration
- Character traversal

TwistedMirror Games / Gameplay Programmer

NOVEMBER 2021 - AUGUST 2022, REMOTE

Games: **Pixel Traveler**, **Star Strooper**

- Mobile inputs (touches/swipes/gestures)
- OS services integration (remote saves/achievements/ platform-specific features)
- UI system (pages/message boxes/alerts/...)
- State machines (game flow/objects states/...)
- Music playlist/audio sound effects

Raceward Studio / Gameplay Programmer

FEBRUARY 2020 - OCTOBER 2021, MILAN

Games: **RiMS Racing**

- Motorbike Status Check: a telemetry mode to check bike parameters while racing
- Camera systems for track cameras
- HUD integration (also for split screen)
- Tutorial system
- Pit-stop system (AI and player)

Virtual Craft Studio / Gameplay Programmer

SEPTEMBER 2017 - FEBRUARY 2020, MODENA

Games: **Exit Limbo: Opening**

- Sidescroller character (3C)
- Brawler combat system
- Audio system (music/sfx)
- UI system (pages/message boxes/...)
- Cutscenes system
- Interaction system
- Equipment and Inventory system
- State machines integration (game flow/AI/character)
- Steam integration (SDK/achievements/...)