MARIO PALLESCHI
GAMEPLAY PROGRAMMER

✉ mariopalleschi@gmail.com

🔗 http://www.mariopalleschi.com

📍 Visby - Sweden

📞 +353 834207416

SKILLS

Gameplay Programming

C++ Programming

C# Programming

AI Programming

SOFTWARE

Unity

Unreal 4 and 5

Jira

Git

Plastic SCM

ACHIEVEMENTS

GGC21 Best in Storytelling Winner

GGC21 Best in Show - 2nd Place

GGC22 Best in Show Nomination

EDUCATION

2020 - 2023
**Bachelor in Game Design & Programming
Uppsala University**

2019
Cambridge Certificate of Advanced English
Reference Number: 196IT3355005 Session 06/2019
Result: Pass at Grade A Overall Score: 203 CEFR Level: C2

SUMMARY

Passionate gameplay programmer that recently finished his degree. Proficient in both C# and C++ with multiple years of experience working with game engines such as Unity and Unreal Engine.

Skilled in developing and implementing complex and engaging gameplay mechanics and AI systems. Experienced in game design and in working together with game designers to bring their visions to life.

Proficient in building modular systems to ensure code reusability and ease of use for other members of the team. Proven track record of creating enjoyable gameplay mechanics and coming up with creative solutions to problems. Collaborative team player with excellent problem-solving skills, dedicated to create and deliver high quality and fun gameplay experiences.

Always on the lookout for more games to try to make sure to stay updated on the latest industry trends and to have a pool of concepts to pull inspiration from as deep as possible.

EXPERIENCE

2021 | **Daidala** Game Project - Unity C#
2D, Tower Defense, Strategy

Description
I designed the game by myself and then later pitched it to my classmates and put together a team to develop it. As such, I assumed the position of lead game designer and product owner and successfully managed to direct the team towards completing the game how I envisioned it, along with making the necessary adjustments from the feedback we received.

I also had the role of programmer, working closely together with the other programmer to code the game. I was mainly responsible for the enemies, implementing the pathfinding and the abilities of the enemies to make sure they behaved as intended and that the level designer and QA could work with them.

Role
Lead Game Designer | Product Owner | Gameplay Programmer

Feedback and Award
Gotland Game Conference 2021 - Best Storytelling
Gotland Game Conference 2021 - Best in Show - 2nd Place

"Cool, well executed concept! I'm impressed at the depth of interactions even in this "demo"-esque version. For example the fact that ice mages permanently altered the terrain, creating shortcuts for other enemies and removing kill potential with the displacement trap. Great voice acting! This way even I can learn some Greek mythology. Overall good job! I had a fun time playing."

"Excellent game, fun, addictive gameplay. Very polished in terms of level design, gameplay, graphics, and audio. Impressive stuff."

2022 | **AMIDC** Vertical Slice - Unity C#
2D, RPG, Rogue-like, Strategy, Turn-Based

Description
My main responsibility in this project was the enemy AIs. I developed a modular system that allows enemy behavior patterns to be connected to sprites and stats in a plug-and-play manner. This allowed the designers to quickly make changes to the enemies however they saw fit. The system also made the workload of creating a new enemy way slimmer as the patterns could be reused and they were developed to work with whatever enemy was using them.

Role
Gameplay Programmer | AI Programmer | Game Designer

Feedback and Award
Gotland Game Conference 2022 - Best in Show - Nominee

"As I mentioned in person, this was excellent. The art perfectly fit together, nothing felt out of place, the strategic aspect of the game felt awesome to explore, with different kinds of weapons, armours, classes and races ending up with a breathtaking amount of variety. Loved it, want more, please continue making this, add more content and sell it!" - **Clement Pirelli** *(Software Engineer at EA Frostbite)*

"One of my absolute faves! Looking forward to seeing where you take this!" - **Aydin Afzoud** *(Gameplay Director at Ubisoft Stockholm)*

2023 | **MellowFizz** Vertical Slice - Unity C#
3D, Third-person, Puzzle

Description
In MellowFizz, I was responsible for implementing the Bubble System, which is the system that allowed the bubbles shot by the player to attach to each other and other objects, react with one another whenever three or more of the same type were attached and drop whenever the connection they had was severed. As the system was challenging to create and completely unique, I firstly researched everything that I was not sure of, especially all of the math required to properly tessellate space with tridimensional shapes. After multiple iterations and thorough testing, I succeeded in creating the system as it was envisioned by the Game Designers, with some added guidelines make the bubbles easier to place for the Level Designers.

Role
Gameplay Programmer