

# ANDREA PULLIA

## Gameplay Programmer

Milan, Italy (Open to Relocation)

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### EXPERIENCE

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#### PlaySys

October 2025 - April 2026

Game Programmer

Milan, Italy

- **Unannounced FPS Horror Title** (Unity)
  - Architected a comprehensive First-Person Player Controller, integrating robust **state-driven mechanics for traversal, weapon handling**, and procedural animation scripting.
  - Engineered **scalable core game systems**, developing the underlying data architecture and logic for **inventory management and crafting mechanics**.
  - Implemented a fully **gamepad-navigable UI architecture** and built **custom Debug UIs to accelerate in-editor testing and mechanics iteration**.
- **Unannounced Motocross Title** (Unreal Engine)
  - Developed a custom physics-based Motorbike Controller utilizing **Chaos Vehicles**.
  - Programmed **dynamic animation integration between the Player Character and the vehicle**, implementing real-time Hands and Feet IK systems to sync rider posture accurately with vehicle physics.

### PROJECTS

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#### Cutter (Unreal Engine)

March 2026 - April 2026

Developed real-time mesh decomposition using **Procedural Mesh Components** and plane-intersection logic. Optimized memory via a **custom Object Pooling system** to manage dynamic slice lifecycles.

#### Beta Tester (University) (Unity)

October 2025 - February 2026

Implemented basic enemy behaviours, teleport mechanic, camera follow and 3 different shader effects.

I designed 2 of the 10 levels.

#### Euler Angles, Gimbal Lock and Quaternions (University) (Godot)

October 2025 - December 2025

Visualized **Gimbal Lock** by implementing comparative rotation logic between **Euler Angles and Quaternions**.

#### Battle For Arcanium (University) (Unity)

February 2025 - July 2025

Architected a **data-driven system** for tower archetypes using **ScriptableObjects**.

Managed the technical roadmap and implemented core network-ready gameplay loops.

### EDUCATION

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#### University of Milan, Italy

2024 - Present

M.S. in Computer Science

**Interaction & Multimedia Pillar:** Videogame track

#### University of Milan, Italy

2020 - 2024

B.S. in Computer Science

**Thesis:** Creation and Implementation of an algorithm for MAPD with online estimation of task probability distribution

### TECHNICAL SKILLS

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#### Languages

C++, C#, Python 3, GDScript (familiarity with Go, Java and Javascript)

#### Engines & Frameworks

Unreal Engine, Unity, Godot (familiarity with Processing, Raylib and OpenGL)

#### UE modules

Chaos Vehicles, Enhanced Input System, Procedural Mesh Component, Paper2D

#### IDEs & Text Editors

Visual Studio (Unity), Rider (Unreal), CLion (OpenGL), Visual Studio Code

#### Tools

Git, Perforce P4 (Helix Core), SourceTree

### LANGUAGES

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Italian (native), English (Fluent; C1 Cambridge Certification)

### INTERESTS

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Dungeons & Dragons (Game Master) · PC building

*Favourite Game Genres:* Souls-like & Metroid-vania