

MARCO PIAMONTE

GAMEPLAY PROGRAMMER

PROFILE

I am a videogame enthusiast and was always passionate about the technical aspects behind them. I have experience creating games with both Unity and Unreal Engine. I am also familiar with version control systems such as Git, SVN and Perforce.

WORK EXPERIENCE

- **BigRock** MAR 2024 - AUG 2024
R&D Programmer
 - Internship

EDUCATION

- **Futuregames Malmö** SEP 2024 - Current
Game Programmer
 - Currently pursuing the education
- **BigRock Institute of Magic Technologies** SEP 2023 - FEB 2024
Programming Course

PROJECTS

- **Steelsilk Championship - Unreal Engine 5** JAN 2024 - JUN 2024
Group Project (Started during course, continued during internship)
 - Created and implemented the abilities for one of the characters
 - Created Widget system for controller navigation
 - Created a system for linking 3D objects to UI elements (3D cards linked to the upgrades)
 - [Steam Page](#)
- **Gunsmoke and Grimoires - Unity** JAN 2025 - FEB 2025
Group Project (Part of education)
 - Created the combat mechanics for the player (shooting, spells and dashing)
 - Implemented the sounds using the Fmod event system
 - Linked the play mode UI to gameplay elements (Healthbar, ammo UI damage indicators and spell cooldown)
 - [Itch Page](#)

CONTACT

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📍 Currently in Malmö, open to relocation

 <https://www.linkedin.com/in/marco-piamonte-b78502247/>

 <https://jady17500.github.io/PortfolioWebsite/>

SKILLS

- Unreal Engine 5 (BP and C++)
- Unity (C#)
- Version Control (Git, SVN, P4)
- Problem Solving
- Team Working

LANGUAGES

- English (C1)
- Italian (Native language)