Luciano Donati

Gameplay/Tools Programmer

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WORK EXPERIENCE

- ### EMPLOYMENT

  Senior Lead Developer, Aconcagua Software Factory – Argentina   **2020 – Present**
  I currently work as a Lead Unity Engineer in collaboration with PipeWorks Studios on a AAA card game. My responsibilities are, among other things to manage a team of 6 developers for core systems and gameplay programming, overall software engineering for new tasks and bug fixing.

  Lead Software Engineer, BrandXR– USA   **2018 – 2019**
  I led a team of Unity developers and design a Web/Unity XR platform for an Orlando based company. I was in charge of the software engineering of the platform, assigning tasks and reviewing code from other team members among other responsibilities.

  Software Engineer, Sunspear Games – USA   **2018 – 2019**
  I worked with a group of designers and programmers making the initial codebase and design for an RTS game in the Unreal Engine. My responsibilities involved designing the general class structure and components, AI Pathfinding and damage calculations, among other tasks.

  Game Developer, Side Dish Productions – USA   **2018**
  Collaborated with a team of designers, 2D/3D artists and programmers to develop experiences through apps that go hand to hand with custom made robots that interact with the user. I was in charge of a wide variety of tasks ranging from gameplay programming, through general optimization and debugging to linking functionality directly to the sensors and cameras of the robots.

  Lead gameplay Programmer, Fire Hazard Entertainment – USA   **2017**
  Released "Gweep Gwop" and "Time To: Climb" to iOS, Android and Amazon Underground.
  My main tasks were gameplay programming, UI/UX design, asset importation, optimization and publishing. My proudest contribution was an object pooling system that greatly optimized the games.

- **CONTRACT WORK**

  Lead Unity Developer – Gloomy Eyes, 3DAR – Argentina   **2018**
  I was part of a team of developers for a VR short film showcased at the Sundance Film Festival, 2019. I was one of the Lead Unity developers and specifically in charge of composing the assets into the project (3D models, Animations, Audio, Lighting and effects) to create a cohesive experience with the directors' input. This was an intensive one-month long project.

  Lead Developer, R1 Group – Argentina   **2018**
  I was hired as a consultor/developer in a mobile geolocated game where my main tasks were creating post processing effects, optimizing existing code (creating object pools, cleaning up code, optimizing reference collections, and so on) and designing new features and UX improvements.

  Assistant Lead, Razor Edge Games – USA   **2017**
  I worked as the Assistant Lead programmer for a 200+ employee independent company. I was in charge of a team of programmers where I helped with software engineering, organization and motivation of the team. My biggest contribution to the company was a custom-made Java application that helps integrating the company's Unity workflow with LFS for GitHub.

SKILLS
- **Languages**
  - English
  - Spanish
- **Programming Languages**
  - C++
  - C#
- **Agile Development**
- **Source Control**
  - Git
    - Git LFS
  - Perforce
- **Game Engines**
  - Unity 3D
  - Unreal Engine

EDUCATION
Full Sail University   Winter Park, FL
Bachelor of Science in Game Development   *July 2014 – July 2016*
GPA of 3.5

ACADEMIC EXPERIENCE

Unity Certified Developer   **2017**
Passed the [Unity Developer Certification exam](#).