

Lorenzo Pusateri

Turin, Italy 10145 • +39 342 683 6957 • lorenzopusateri.gd@gmail.com

[Portfolio](#) • [LinkedIn](#) • [Itch.io](#) • [GitHub](#)

Experience

Gamecrafters' Collective

Gameplay Programmer

Remote (UK-based)

Jan 2025 – Present

- Collaborating in an international agile team on gameplay systems in Unreal Engine 5.
- Developed a scalable interaction system for physically based props and skeletal meshes (doors, windows, furniture) with animations, SFX, and AI-integrated impact noise.
- Created modular components for player abilities and interaction logic.
- Integrated Steam SDK for achievements and cloud saves.

Rain Drop Dead Interactive

Founder & Gameplay Programmer

Turin, Italy

2023 – Present

- Designed and programmed a modular action combat system in C++ supporting online cooperative play with Steam SDK matchmaking.
- Built a data-driven framework for archetypes, modular weapons, and ability systems configurable from the Unreal Editor.
- Developed diverse animation locomotion systems, from Lyra-style setups to motion matching with IK rigs; familiar with the Metahuman pipeline for in-game and real-time facial animation.
- Implemented destructible environments using Chaos Physics and optimized performance for shipping builds.
- Managed the full development pipeline, from optimization and build automation to UI implementation and deployment.

Education

Generation Italy – Intesa Sanpaolo

Software Developer Training Program (Certified)

Turin, Italy

Completed 2025

- Covered Java, Spring Boot, SQL databases, HTML, CSS, JavaScript, and C# fundamentals.
- Developed the Java/Spring Boot backend of a web app following agile methodology.

University of Turin

Master's Degree, Theoretical Philosophy

Turin, Italy

Graduated 2022

- Focused on cognitive processes, perception, and narrative theory relevant to interactive media and player experience.

University of Turin

Bachelor's Degree, Arts and Media Studies (DAMS)

Turin, Italy

Graduated 2019

- Coursework in computer science fundamentals, programming for multimedia, and digital production technologies.
- Explored narrative structures, film language, and visual semiotics as tools for game storytelling.

Skills & Interests

Technical: Unreal Engine 5, Unity, C++, C#, Java, JavaScript, HTML/CSS, Blueprints, Git, Visual Studio, LaTeX.

Languages: Italian (native), English (fluent).

Creative: Game Design, Narrative Design, Cinematic Direction, Sound Design, 3D Art.

Interests: Philosophy, literature, cinema, music production, hiking, and studying languages (Japanese, Ukrainian).