RICCARDO MARIA

Senior Game Programmer

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Senior Video Game Programmer with 16 years of experience working on many successful titles for major publishers, including AAA games for consoles and PC. Specialized in game engine development, performance profiling, low-level optimization, and 3D rendering features. Proficient in modern C++, Unreal Engine, and Unity, with professional experience on proprietary engines as well. Experienced in both in-house projects and external client collaborations. Friendly and approachable with colleagues, and a strong advocate for team building. Fluent in English, Spanish, and Italian.

PROFESSIONAL EXPERIENCE

Senior Game Programmer at Climax (2014 - Present)

- Profiled and optimized video games on PC and consoles.

- Developed new features for both games and game engines.

- Ported existing games to other platforms.

- Debugged and resolved technical issues, particularly during the final stages of development.

- Created prototypes to support designers in testing gameplay ideas.

Game Engine Programmer at Stainless Games (2012 - 2014)

- Developed engine components and tools for commercial game projects.

- Implemented the engine's virtual texturing system, including the associated content pipeline tools.

EDUCATION

Laurea in Informatica (Degree in IT – 5 years degree) (1998 - 2006)

Course in "Applicazioni numeriche" ("Numerical applications")
Università degli Studi di Firenze - Florence (Italy)
Mark: 110/110 with honours

SKILLS

- C++
- Unreal Engine
- Multithreading
- C#
- Game Optimisation
- Unity
- Maths
- Problem Solving
- Game Engine
- 3D Graphics
- Tools Programming
- Visual Studio