

Francesco Galletti

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PROFESSIONAL EXPERIENCE

Gameplay Engineer Intern

May 2019 - Aug 2019

Raven Software, Activision - Madison, WI

Call of Duty: Modern Warfare

- Independently optimized, refactored and implemented numerous core gameplay features for multiplayer mode using proprietary engine and tools
- Collaborated with artists and designers to support expansion of current client/server game systems and rapid gameplay prototyping
- Iteratively integrated gameplay changes under tight AAA deadlines and provided constructive feedback in our daily playtests

Virtual Reality Game Developer Intern

May 2018 - Sept 2018

Halon Entertainment - Santa Monica, CA

Wonders of the World

- Identified, fixed, and documented bugs found in player controls, gameplay and networking in Unreal Engine 4 using Blueprints and C++
- Optimized and deployed update onto the Oculus and Gear VR stores to over ten thousand unique monthly active users

Game Developer Intern

June 2015 - Oct 2015

IBM - Cambridge, MA

Whitewater Adventures

- Architected and installed gamified web application in IBM's internal Bluemix Dedicated system, later awarded to be presented to IBM's CIO
- Developed system to track user's account progress in Unity 3D and installed database and data communication systems in NodeJS and Cloudant

PROJECT EXPERIENCE

Lead Engineer

Aug 2019 - Present

University of Southern California

Ginkgo

- Coordinated tasks amongst team of 5 engineers to develop custom tools and gameplay features for 3D story-driven thesis game
- Refactored game physics in C++ for unique needle mechanic and game AI in Unreal Engine 4

Founder & Lead Developer

Jan 2016 - Jan 2019

BlueSheep LLC

Kingdoms of Nature

- Led team of 11 to develop video games using C++ and SFML visual library
- Analyzed various business practices to create gamification for investors and different clients
- Finalist at the New York Business Plan Competition

Project Manager & Software Developer

Aug 2017 - Dec 2017

Marist College

HereNThere

- Managed a team of five developers to deliver web application to a client
- Built custom algorithm to minimize API calls and programmed features in NodeJS to support 600 concurrent users for client presentation

EDUCATION

University of Southern California

Los Angeles, CA | May 2020

Master of Science in Computer Science

Concentration: Game Development

Graduate Researcher at USC GamePipe Lab

Dean's List 2019

Marist College

Poughkeepsie, NY | May 2018

Bachelor of Science in Computer Science

Concentration: Game Design & Programming

Minor: Cybersecurity

Minor: Games & Emerging Media

Dean's List 2014 - 2018

Magna Cum Laude, GPA 3.7/4.0

TECHNICAL SKILLS

Gameplay Programming

Agile Software Development

Object-Oriented Programming

Optimization

Artificial Intelligence

Server-side Game Scripting

LANGUAGES

C++

SQL

JavaScript / HTML

Python

C

Java

Lua

NodeJS

Swift

SOFTWARE

Unreal Engine 4

Perforce

Visual Studio

Git

Unity3D

Maya

Adobe Suite

ACCOMPLISHMENTS

Marist College 2018 Hackathon Winner

Collegiate StarLeague US Playoffs - Esport

Marist College CMA Excellence Award

Best Short Film - FA Festival, Fryeburg, ME

Has played 100+ MMOs (and counting)