Francesco Galletti

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PROFESSIONAL EXPERIENCE

Senior Gameplay Engineer — Mar 2023 - Present
Mid-Level Gameplay Engineer — Oct 2021 - Mar 2023
Associate Gameplay Engineer — May 2020 - Oct 2021
Gameplay Engineer Intern — May 2019 - Aug 2019
Raven Software, Activision - Madison, WI
Call of Duty: Warzone - proprietary engine and tools

- Developed 4 in-game events under tight AAA deadlines, including designing and pitching the Destruction of Verdansk two-part event
- Engineered vehicle systems for two planes, including passenger mechanics, air-to-ground lock-on, and collision systems
- Independently prototyped several Gulag variations and launched a new Gulag mode with AI, advanced analytics and improved matchmaking
- Founded and led Warzone's Quality of Life pipeline across all Call of Duty studios, coordinating with teams and directors to deploy 400+ improvements
- Mentored 3 individuals, including a QA member promoted to Junior Engineer
- Created 20+ dashboards and 200+ SQL queries to guide design and debugging
- Independently handled gameplay Battle Royale live operations for two seasons
- Developed internal tools used by hundreds to streamline testing processes
- Collaborated with cross-functional teams to implement numerous QOL improvements and new content; detailed credits available in my portfolio

Virtual Reality Game Developer Intern — May 2018 - Sept 2018
Halon Entertainment - Santa Monica, CA
Wonders of the World - Unreal Engine 4

- Optimized VR game and fixed bugs using C++ and Blueprints, deployed update on Oculus and Gear VR stores to 10,000+ unique monthly active users

Game Developer Intern — June 2015 - Oct 2015
IBM - Cambridge, MA
Whitewater Adventures - Unity

- Architected and developed gamified web application in NodeJS, Cloudant and Unity in IBM's Bluemix Dedicated system, awarded to be presented to IBM's CIO

PROJECT EXPERIENCE

Lead Engineer — Aug 2019 - May 2020
University of Southern California
Ginkgo - Unreal Engine 4, C++, Blueprints

- Led team of 5 to develop gameplay systems, physics and sewing mechanic

Founder & Lead Developer — Jan 2016 - Jan 2019
BlueSheep LLC
Kingdoms of Nature - C++, SFML

- Directed team of 11 to develop games and gamification models for clients

Project Manager & Software Developer — Aug 2017 - Dec 2017
Marist College
HereNThere - NodeJS, Javascript, Bootstrap

- Managed team of 5 and built custom algorithm to host 600 concurrent users

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 2019-2020, GPA 3.7/4.0

Marist College
Poughkeepsie, NY | May 2018
Bachelor of Science in Computer Science
Minors: Cybersecurity, Games & Media
Dean's List 2014 - 2018, GPA 3.7/4.0
Magna Cum Laude

TECHNICAL SKILLS

Gameplay Programming
Agile Software Development
Object-Oriented Programming
Optimization
Artificial Intelligence
Server-side Game Scripting

LANGUAGES

C++
SQL
Lua
Python
JavaScript / HTML
NodeJS
Swift

SOFTWARE

Unreal Engine
Perforce
Visual Studio
Git
Unity3D
Adobe Suite

ACCOMPLISHMENTS

GDC 2025 Main Stage Speaker
Certified APX Accessibility Practitioner
Raven Software 2023 Award Winner
Intel 2020 Best Gameplay Award, Third Place
Marist College 2018 Hackathon Winner
Finalist at 2017 NY Business Plan Competition
Collegiate StarLeague US Playoffs - Esport
Best Short Film - FA Festival, Fryeburg, ME
Has played 140+ MMOs (and counting)
Shipped WoW addons with thousands of installs