

Marco Baldini

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

Skills:

- C++ | C# | C | Python | LUA | Assembly | CMake | Blueprints | GIT | GLSL | HLSL | PHP | HTML | SQL | CSS
- Unreal Engine | Unity | Game Maker | RPG Maker | Linear Algebra | Networking | SDL2 | RayLib | Blender
- Play tester | Self-Organized | Collaborative | Feel focused | Performance minded | Italian, English

Experiences:

- [Forgotten – Whispers from the ashes](#) Unreal Engine 5 | Blueprints **02/2024 - Present**
Lead programmer for a yet-to-be released **detective first-person game**. My main task was to develop a **narrative system** using data tables (from which I made my own plugin), **manage world interaction** between past and present using interfaces and shaders, manage **data saving** and loading, **player item inspection** using mouse movement and develop an easily **customizable puzzle system**.
- [Simple Narrative System Plugin](#) Unreal Engine 5 | C++ **06/2024 - Present**
Work in progress **plugin** for an **easy to set up and use** narrative system to be released on the Epic Games Marketplace. This plugin uses **data tables** to store dialogue lines and speaker's name; a world subsystem to automatically instantiate an **audio and UI manager** without adding it to the level each time; a **blueprint function library** to easily enqueue of dialogue lines with **only 1 blueprint node**.
- [Rec Room](#) Unity | C# **10/2023**
Lead programmer for a **7-day game jam** game. Developed a surveillance **camera switching** system, gave the game more **feel, juice** and **feedback** to the player by adding **sounds, animations** and **outlines** to NPCs, developed **different endings** when certain conditions were met.
- [Caltanissetta Chronicles](#) Unity | C# **06/2023 – 07/2023**
Lead programmer and **team manager** in a team of six. My main task was to write a **finite state machine** for **ranged** and **melee enemies** and a **boss fight** with multiple stages (one with a **rhythm minigame**), develop a **procedural camera system** with **customizable shots**, manage **data saving and loading** and player **combat system**.

Education:

- [AIV - Italian Videogames Academy](#) **10/2021 - 07/2024**
Three-year videogame programming course that covers all aspects of game programming.
- [Technical Institute IISS “G. Dell ‘Olio”](#) **08/2016 - 07/2021**
Technical high school diploma, studying computer hardware and web programming.

Certificates:



ACCADEMIA
ITALIANA
VIDEOGIOCHI



ECDL



The Digital Skills Standard

