Jury Verrigni

Gameplay Programmer

<https://ue4.ninja> | [LinkedIn](https://www.linkedin.com/in/jury-verrigni-9a5550a5/) | [GitHub](https://github.com/snaiperskaya96)

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| **Technology**   |  |  | | --- | --- | | **Unreal Engine 4** | **★★★★★** | | **C++** | **★★★★★** | | **Python** | **★★★★☆** | | **Javascript** | **★★★★☆** | | **MySQL** | **★★★★☆** | | **MongoDB** | **★★★☆☆** |   **Skills**   |  | | --- | | **Agile Dev** | | **GNU/Linux** | | **Object Oriented** | | **Project Management** | | **Test Driven Development** | | **Bilingual (Italian/English)** |   **Education**   |  |  | | --- | --- | | 2010 -  2015 | **Italian A-Level - Computer Science**  ITTT Allievi-Sangallo | |  | **Experience**   |  |  | | --- | --- | | 09-2018 -  Current  08-2017 - 09-2018 | **Gameplay Programmer at** [**CCP Games**](https://www.ccpgames.com/)  Working on an unannounced action MMORPG game. Implementing the core architecture of the game. I've contributed not only to the development of a huge part of the project's codebase but having ownership over the development of certain features gave me a chance to work on the actual design of different aspects of the game. Stay tuned :-)  **UE4 Programmer at** [**Burrows**](http://www.weareburrows.com/)  Crafting tools and programs for the Real-Time CGI team. I’ve been using UE4 in many different ways, from the standard real-time rendering one would expect from Epic Games’ engine to mass video production on headless linux servers. In order to accomplish this I had to write a lot of UE4 plugins for integrating libraries and softwares like SQLite, FFMPEG and a RESTful HTTP server directly into the engine. | | 07-2016 -  08-2017 | **Software Engineer at** [**URG**](https://unifiedretailgroup.com/)  Large refactoring of in-house commercial software and agile development of many major features for both web based and desktop applications. | | 07-2016 -  01-2016 | **Software Engineer at** [**Meditrial Europe**](https://www.meditrialeurope.com/)  Refactoring and maintenance of the company’s commercial software. Agile development of features. | | 01-2016 -  01-2014 | **Software Engineer at** [**MLP Studio**](https://www.mlpstudio.it/)  Development of commercial softwares from scratch. Setup and administration of the Linux servers that host the applications and all the required services like MySQL, Apache/Nginx, vsftpd and sshd. | |

**Personal Profile**

Hi, my name is Jury!   
Class ‘96 programmer from Italy, currently based in the UK.

I’m a hard-working person that loves challenges and always tries to get the most out of every opportunity I come across.

I love working in stimulating environments where learning never ends and not a day is similar to the other.   
I’ve always been a gamer, so it didn’t take me long to understand gamedev was what I wanted to do.  
Having not formal videogames education but a strong working experience in software development, I started working on some personal projects, trying different development environments and engines until I found myself comfortable enough using UE4 to participate in the development of some indie titles (one of which actually [made it to steam](https://store.steampowered.com/app/915600/Them_and_Us/)!) and eventually started working full-time as a UE4 toolist for a real time CGI studio where I would provide tools such as in-editor configurators, in-game databases and HTTP integration for remote control and OTA updates.  
After a fantastic year at Burrows, I finally moved to CCP London where I am currently working on an announced project as a core gameplay programmer!