

# JURY VERRIGNI

## GAMEPLAY PROGRAMMER

### CONTACT

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<https://skaya.dev>

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Amelia, TR (Italy) - 05022

### SKILLS

C++

Unreal Engine

C#

Rust

### EDUCATION

#### Italian A-Level - Computer Science

ITTT Allievi-Sangallo - 2010-2015

### LANGUAGES

English Fluent

Italian Mother tongue

### PROFILE

Gameplay programmer with multiple years of experience. I'm passionate about gunplay, networking and overall feature prototyping.

Currently working as a senior gameplay engineer at CCP Games London where I strive to write performant, reusable and elegant code for an upcoming online fps.

I like trying new languages and techs, playing games and tinkering with embedded/electronics.

### WORK EXPERIENCE

#### Senior Gameplay Programmer

CCP Games

2018-2023

- Worked on multiple iterations of our upcoming online fps EVE: Vanguard.
- Developed a multitude of features on different gameplay areas in C++ and Blueprint.
- Focused on the gunplay and mission parts of the game.
- Involved multiple times with designing features, especially around gunplay.
- Actively tackled CPU and networking optimisations.

#### Gameplay Programmer

Burrows

2017-2018

- Built tools for the real-time CGI team using C++ and Blueprint.
- Participated in many projects where through building different features such as REST clients, storage application, FFmpeg integrations.
- Setup an extensive AWS based headless rendering pipeline to deliver a 1000+ different recordings using UE4.

#### Full Stack Programmer

URG

2016-2017

- Developed in-house web software that heavily interfaces with Amazon's marketplace APIs.
- Developed in-house desktop software for interfacing with label printers to facilitate warehouse work.