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Elvio Santangelo

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About Me

I'm a Game Developer with a jack-of-all-trades skillset, but with particular focus on Gameplay Programming, Level Design, and Artificial Intelligence. I'm extremely motivated to pursue a career opportunity in the field I love. I approach every problem with the expectation to find a solution.

Skills

Programming Languages: Bash, C, C++, C#, CUDA, JavaScript, OpenCL, Python, TypeScript,
Technologies: Audacity, Blender, Blueprints, Docker, Git, Git-Fork, Godot, HTML/CSS, Jira, JetBrains Suite, Linux, Markdown, Miro, MySQL, Node.js, Source Engine, Steamworks SDK, Trello, Unreal Engine 5, VS, VSCode
Miscellaneous: Strong problem-solving skills, effective team collaboration, and high self-organization in remote work environments.
Languages: Italian (Native), English (Fluent)

Professional Experience

C++ Gameplay Programmer, Level Designer — Bevium SRL
Feb 2024 - Ongoing — *Full Remote*

- Gameplay Programmer in C++, using Unreal Engine 5, with a generalist approach to Game Development. Deep understanding of the UE5 Reflection system, replication, multiplayer game development, and Gameplay Framework
- Responsible for the implementation of the AI behavior in our projects, creation of internal C++ systems, designer-focused Blueprint Systems, custom build systems using UBT and UAT, and level design.
- Handling of internal project-management, tasks and onboarding.

Education

University of Catania — MSc in Computer Science
Oct 2023 – Ongoing

University of Catania — BSc in Computer Science
Oct 2017 – Apr 2023

Projects

- **Arcas Champions**: *(Feb 2024 - Ongoing)* Competitive multiplayer third-person shooter; implemented player and enemy AI agents, core C++ and Blueprint systems, and custom UBT/UAT build pipelines; led level design from grayboxing through final polish; managed Kanban workflows and Git version control. Handled the deployment of the game on Steamworks.
- **LIS Project — CNN Model** : *(Jul 2024)* I implemented a CNN model to recognize the LIS sign-language alphabet by designing custom and AlexNet-based architectures, training them on MNIST and custom-acquired datasets, and building a data-acquisition and engineering pipeline.
  Technologies used: Python, PyTorch, OpenCV2, Torchvision, TensorBoard, NumPy.
- **Multimedia VectorView - Video Motion Field Visualizer** : *(May 2024)* I created a Python application that computes and overlays video motion fields using EBMA and Three-Step Search (with MSE/MAD) and tracks user-defined ROIs via Oriented FAST, Rotated BRIEF, and a Multiple-Instance Learning tracker, all wrapped in a PyQt5 GUI.
  Technologies used: Python, OpenCV, Pillow, NumPy, PyQt5
- **Interloping Habitat - Black Mesa Mod** : *(Jul 2021)* I built a complete Source Engine level mod from grayboxing through final polish, crafting layouts and the overall experience, as well as the new features present in the Black Mesa engine branch.
  Technologies used: Source Engine, Hammer Map Editor, Miro
- **Black Mesa - Italian Translation and Proofreading**: *(Sept 2020)* I served as the Crowbar Collective's official Italian translator and proofreader, localizing and QA'ing in-game dialogue, HUD, and menu strings via XML datasets.
  Technologies used: CrowdIn, XML localization

Hobbies

Hiking, weight-lifting, kickboxing, reading, chess, travelling