

Olli Machina | Gameplay Programmer

[linkedin.com/in/olli-machina/](https://www.linkedin.com/in/olli-machina/) | olli.machina@gmail.com | ollimachina.com

Costa Mesa, CA

Skills

- | | | | | | |
|--------------|----------------|-------------------|----------------|------------------------|----------------|
| • C++ | • Python | • 3D Mathematics | • Unity | • Gameplay Programming | • Git |
| • C# | • Perforce | • Vector Calculus | • Unreal 4 & 5 | • AI Programming | • Agile |
| • Leadership | • Multitasking | • Organization | • Teamwork | • Communication | • Adaptability |

Professional Experience

Postcard Game Studio, Irvine, CA June 2022 - Present

Gameplay Programmer, UI Programmer

- Involved in development of vertical slice prototype for new open world FPS on PS5 with Unreal Engine 5
- Communicated with designers to create gameplay systems and tools for production and content creator use
- Programmed dynamic UI using C++ and Blueprints
- Developed in an Agile environment with strong team communication and streamlined workflows
- Worked with QA to debug, refine features, improve player experience, and provide adaptive solutions
- Consistently worked with all disciplines to ensure efficiency and optimal project results

The Emergent Media Center at Champlain College | Burlington, VT September 2020 - January 2022

Lead Programmer

- Designed systems and utilized technical skills to develop a VR project in C#
- Researched for creative project possibilities and innovative solutions
- Collaborated both remotely and in-person with a team of ten to develop an immersive experience for client

Education

Champlain College, Burlington, VT Class of May 2022

Bachelor of Science Degree in Game Programming | Minor in Mathematics Magna Cum Laude

- Game Programming Outstanding Programmer Award
- Excellence in Mathematics Award
- Math Club President
- Access Scholarship, Achievement Scholarship, Trustee Scholarship

Other Employment

Game Developers Conference | San Francisco, CA March 2022

Conference Associate

Champlain College | Burlington, VT June 2021 – May 2022

Locksmith Assistant September 2018 – May 2020

CNE Creative | Greeley, CO May 2020 – October 2020

Engineering Operative and Software Engineer

Pathfinder VR, Greeley | CO June 2019 – August 2019

VR Production Project Manager

Passions

- | | | | |
|----------------|-------------|---------------|---------------|
| • Gaming | • Computers | • 3D Printing | • Engineering |
| • Axe Throwing | • Music | • Percussion | • Crochet |