

# Olli Machina

## Gameplay & UI Programmer

ollimachina.com | linkedin.com/in/olli-machina/

### Contact

Costa Mesa, CA 92626  
olli.machina@gmail.com

### Interpersonal Skills

Communication

Teamwork

Organization

Multitasking

Adaptability

### Other Projects

Game Developers Conference  
San Francisco, CA | March 2022  
Conference Associate

*Calculus Saves Lives!*  
*Motivating Mathematics* Article  
Published in *Mathematics Teacher: Learning and Teaching PK-12*  
Volume 114: Issue 2  
(February 2021)

### Interests

Gaming

Axe Throwing

3D Printing

Percussion

Music

### Industry Skills

- C++
- 3D Math
- Gameplay
- Vector Calculus
- Perforce
- Unity
- Agile
- Blueprints
- UI Programming
- Unreal 4 & 5
- Python
- C#
- Documentation
- Data Structures
- Git

### Employment

#### **Obsidian Entertainment** | Irvine, CA – *UI Programmer*

May 2023 - Present  
The Outer Worlds 2

- Working as a UI programmer in Slate and Unreal Engine

#### **Postcard Game Studio** | Irvine CA- *Gameplay Programmer, UI Programmer*

June 2022 – March 2023  
Unannounced Open-World RPG-Shooter (Original IP)

- Developed Series A Demo to introduce to investors, which included:
  - Collaborated with quest designers to implement quest UI, waypoints, and completion functionality
  - Implemented all UI functionality including dynamic UI, player feedback, dynamic reticles, quest boards, and animations
  - Debugged usability issues and gameplay mechanic faults
  - Used iterative feedback to create design tools, complete mechanics according to designer documentation, improve upon tester results, and polish gameplay functionality.
  - Worked in Blueprints and C++ within Unreal Engine 5 to develop prototype playable on the PS5
  - Aided producers in creating step-by-step engineer tasks to streamline workflow and address any pipeline issues
  - Utilized various collision methods to compensate for unique mechanic conflicts within the game world to maintain polish and functionality through gameplay
- Created prototype inventory system with enemy item drops, reward drops, player storage, organization, and all associated UI elements
- Created item drop random generation system to create unlimited items with 12+ individual randomized data fields
- Developed thorough documentation for owned inventory system to ease designer utilization and testing

### 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 [3 recipients]
- Excellence in Mathematics Award [2 recipients]
- Math Club President
- Access Scholarship, Achievement Scholarship, Trustee Scholarship