

Olli Machina

Gameplay & UI Programmer

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

Contact

Costa Mesa, CA 92626
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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