



Mila Pesa Mazzola

Game Programmer

Contact

Mail:
milapesamazzola@gmail.com

Portfolio:
<https://milapesa.github.io/>

Github:
<https://github.com/milapesa>

Gitlab:
<https://gitlab.com/milapesa>

Location:
Sheffield, United Kingdom.

Education

**ORT Argentina (August 2022
- December 2024)**

System's Analyst Degree

Skills

- Unreal Engine 4/5 for C++ Development
- Practical experience in C# for Game Development in Unity
- Kotlin & Java Development
- C1 English level Advanced Professional
- Project management with perforce & git
- Agile development with Scrum & SAFe

Experiences

Globant (September 2023 - March 2024)
Game Programmer in C++

- Contractor in the streaming team in the new Fortnite "Rocket Racing" game mode.
- Improved the quality performance of the streamed game on the Xbox Cloud Console on Desktop and mobile set up.
- Fixed UI overlapping errors related to the input of the game on the Android mobile team using Unreal Engine 5.

Nimble Giant Entertainment (November 2021 - August 2023)

Gameplay Programmer in C++

- Gameplay developer on a new unreleased AAA multi-player extraction shooter game.
- Implemented the climbing, vaulting and damage systems for the main player.
- Created a customization system for the characters that replicates in the spawned level using Unreal Engine 5 & Gameplay Ability System.
- Interviewed & Onboarded new junior developers to the team.
- Helped refactor our legacy weapon system to broaden the types of firearms in the player's inventory.