



SUMMARY

Gameplay Programmer skilled in C# for Unity, Blueprints and C++ for Unreal Engine 5 and Python. Additional knowledge of shaders and VFXs creation. Dedicated to crafting innovative, player-centric gaming experiences.

SOFT SKILLS

- Teamwork
- Problem Solving
- Communication
- Time Management

ADDITIONAL SKILLS

- Level Design
- Concept Art and Illustration
- Video Editing on PremierePro
- Compositing on AfterEffects

LANGUAGE PROFICIENCY

- Italian: Mothertongue
- English: C1
- Spanish: B1/B2

REBECCA MASTROSTEFANO

Gameplay Programmer

📍 Rome (IT) ✉ mastrostefanorebecca2@gmail.com

🌐 rebecca-mastrostefano.it

SKILLS AND SOFTWARES

Programming

- **C#** for **Unity**;
- **Blueprints** and **C++** for **UnrealEngine5**;
- **Verse** for **Unreal Engine** for **Fortnite**;
- **Python**;
- **HTML**, **CSS** and **JavaScript**.

Shaders & VFX

- **Shader Graph**, **VFX Graph** and **Particle Systems** in **Unity**.
- **Materials** and **Niagara** on **UnrealEngine5**.

3D Art

- 3D Modeling on **Maya**, **Zbrush** and **Blender**;
- Texture Painting on **Substance Painter** and **Photoshop**;

PROFESSIONAL EXPERIENCE

Magari Srl

Apr 2024 | Present

- **Gameplay Programmer**;
- **Technical Artist**.

EDUCATION

NABA (Nuova Accademia di Belle Arti), BA

BA in Game Design | October 2021 - July 2024

Studied:

- **Programming**;
- **Game Design**;
- **3D modeling**;
- **Concept art** and **Character Design**.