Vincenzo Catano
Technical Game Designer Stockholm

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EXPERIENCE

Technical Game Designer │ Off-Leash Interactive │ Jan 2024 - Now
Unannounced Project - Unreal Engine 5 | Angelscript | C++

- **Gameplay Ability System (GAS)**
  - Used GAS to implement player and AI gameplay features
  - Implemented Gameplay Abilities, Attributes, and Gameplay Effects using Angelscript for player and AI
  - Created and expanded internal C++ libraries to improve the workflow between GAS and Angelscript
  - Implemented Gameplay Effects Magnitude calculations in Angelscript and expanded Attribute Aggregators and Qualifiers in C++

- **AI**
  - Paper designed AI systems and behaviors, validating them with external stakeholders
  - Prototyped and implemented AI behaviors using Unreal's State Trees and Behavior Trees
  - Implemented State Trees and Behavior Trees tasks in Angelscript
  - Used Visual Logger and State Tree Debugger to identify and fix bugs
  - Prototyped 3 different iterations of combat and AI, based on different pivots: action, stealth, and a mix between action and stealth

- **Multiplayer and Network Replication**
  - Developed player and AI features, while keeping in mind network replication
  - Tested, debugged, and fixed multiplayer bugs, both on client and server

- **Performance**
  - Implemented client-side abilities to reduce unnecessary client-server network traffic and improve performance on the server
  - Iterated on features to make them performant and compliant with the budget set by the Tech Director

- **Prototyping, UI, and VFX**
  - Rapidly prototyped paper designs, to gather feedback from Lead Designer and Creative Director, with the aim of bringing designs to a complete and implemented features
  - Added UI and VFX to support feature iteration

Cyber Security Consultant │ Deloitte Risk Advisory │ March 2020 - May 2022

- **Project Management for a Security Operation Center (SOC)**
  - Designed presentations to show progress for top management
  - Maintained incident process documentation

SKILLS

- **Gameplay Design**: Combat and core systems, AI behavior
- **Tech**: Unreal Engine 5, GAS, AngelScript, C++, C#
- **AI**: State Trees, Behavior Trees
- **Tech workflow**: Perforce, UGS, Visual Studio Code, Rider, Jira
- **Design workflow**: Confluence, Miro, Figma
- **Languages**: English - C2, Swedish - A1, Italian - Native

EDUCATION

Game Design │ FutureGames │ 2022 - 2024
Master in Cyber Security │ Politecnico di Milano │ 2020 - 2022
Bachelor in Software Engineering │ Politecnico di Milano │ 2015 - 2019

ADDITIONAL

Portfolio Highlight: Eclipsychosis - A combat focused project developed during my studies at FutureGames
Speaker at MonteGames 2025: Youtube Link - Presented my talk about pivoting career from CyberSecurity to Gaming
Personal gaming blog: Link - The gaming blog where I post about design analyses of games that I play
Avid action games player: particularly passionate about third-person games and shooters, with deep combat mechanics