



REBECCA MASTROSTEFANO

Gameplay Programmer

📍 Rome (IT) ✉️ mastrostefanorebecca2@gmail.com

🌐 rebeccamastrostefano.com 🐙 [rebeccamastrostefano](https://github.com/rebeccamastrostefano)

SUMMARY

Gameplay Programmer skilled in **C#, C++, Unity, and Unreal Engine 5**. Experienced in building gameplay systems, joining projects mid-development, and delivering polished features.

TECHNICAL SKILLS

Languages: C#, C++, Blueprints, Python, TypeScript

Engines: Unreal Engine 5, Unity, UEFN, Meta Horizon Worlds

Tools: Git, Perforce

Core Skills: Gameplay systems, UI logic, debugging, optimization.

Other: Shaders, VFXs, 3D Modeling and Texturing

SOFT SKILLS

Collaboration, Clear communication, Fast learning, High ownership, Adaptability

EDUCATION

Bachelor of Arts in Game Design
NABA, Milan

LANGUAGE PROFICIENCY

Italian: Mothertongue

English: C1

Spanish: B1

EXPERIENCE

Ubisoft

Nov 2025 | Present

Programming Mentee in the Develop at Ubisoft Mentorship Program

- Working on a game project with **guidance from Ubisoft developers**.
- Using **C++ on Unreal Engine**.

Magari Srl

Apr 2024 | Present

Gameplay programmer

- **Lead programmer on two projects;** built core systems and UI.
- Extended existing codebases and **joined mid-production** smoothly.
- **Unity (C#) & Unreal (C++/Blueprints) gameplay features**.
- Strong **debugging, optimization**, and problem solving.
- **Git workflow:** branching, reviews, conflict resolution.

SELECTED PROJECTS

Asunder — UE5, C++ | Personal Project

- Prototyped **dual-character movement** and **dynamic split-screen** mechanic;
- Developed **custom shader** to show split-screen.

Hearken — UE5, Blueprints & C++ | Personal Project

- Designed a narrative with **branching interactions**;
- Focused on **UI programming**.

Dungeon Twist — Unity, C# | Professional Project

- Implemented **drag-and-drop** mechanics and **UI functionality**;
- Performed **major debugging**.