



REBECCA MASTROSTEFANO

Gameplay Programmer

📍 Rome (IT) ✉️ mastrostefanorebecca2@gmail.com

🌐 rebeccamastrostefano.com 🌐 [rebeccamastrostefano](https://www.linkedin.com/in/rebeccamastrostefano)

EXPERIENCE

Ubisoft

Nov 2025 | May 2026

Programming Mentee in the Develop at Ubisoft Mentorship Program

- Develop a project with **guidance from Ubisoft developers**.
- **C++ on Unreal Engine 5** to build gameplay systems according to **industry-standard best practices**.

Magari Srl

May 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.

EDUCATION

NABA (Nuova Accademia di Belle Arti), Milan

October 2021 | July 2024

BA in Game Design

SELECTED PROJECTS

Scraptl – UE5, C++ | Personal Project

- Engineered a **custom physics movement controller**;
- Built a **DAG-based procedural level generator**;
- Developed **enemy AI using Behavior Trees**.

Dungeon Twist – Unity, C# | Commercial Project

- Implemented **drag-and-drop** mechanics and **UI functionality**;
- Designed and developed a **custom tool for tutorial scripting**.

SUMMARY

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

I also love exploring the more creative side of development through **shaders, animations, VFX, modeling and technical art**.

TECHNICAL SKILLS

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

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

Tools: Git, Perforce

Core Skills: Gameplay Architecture, UI Programming (UMG/Widgets), Memory Optimization, Data-Driven Design.

Other: Shaders, VFXs, 3D Modeling and Texturing

SOFT SKILLS

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

LANGUAGE PROFICIENCY

Italian: Mothertongue

English: C1

Spanish: B1