

LORENZO TORELLI

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Game programmer with over 6 years of professional experience in System Automation, tooling and Gameplay programming

EXPERIENCE

BEHAVIOUR INTERACTIVE - PROGRAMMER - DEAD BY DAYLIGHT (LIVE SERVICE)

SEPTEMBER 2022 - PRESENT

- Investigated Gameplay, Systems and Engine issues to provide actionable solutions.
- Communicated and collaborated closely with Gameplay, System, Animation, and Tech Art teams to develop configurable Asset Validation rules, enabling non-technical users to generate rules with ease.
- Received Gameplay Programming training including 3C, Netcode and System design in Unreal Engine for our real-time multiplayer live service title Dead by Daylight
- Developed performance tests for third party platforms such as PS5, PS4, XSX, Xbox one, and Switch
- Developed an Unreal Engine Cheat Debug plugin in C++ using Slate to allow the remote execution of Dead by Daylight cheats on third party platforms such as Playstation, Xbox, and Switch.
- Designed Gameplay Room Tests in Blueprint and C++ for core gameplay systems

UNITY - SOFTWARE DEVELOPER

DECEMBER 2020 - JANUARY 2022

- Refactored the Unity Licensing Server allowing for differing and more extensible license types for enterprise users, such as 1-30 day offline-capable floating licenses.
- Implemented C++ native credential manager access for the Unity Package Manager to enable connecting through a proxy on a closed network.

SCALEPAD - SOFTWARE DEVELOPER

APRIL 2019 - DECEMBER 2020

- Refactored monolithic C# library into 20 single-responsibility modules for microservices.
- Implemented backend features in C#
- Developed infrastructure-as-code for the deployment of the backend networking infrastructure using Terraform/Terragrunt and Kubernetes.

PERSONAL PROJECTS

Context & Satchel - Unreal Engine 5 code plugins

Context is a contextual entity action library that takes inspiration from the Gameplay Ability System to allow assigning context actions based on an entity's Gameplay Tags and Outer object hierarchy. Satchel is a data-oriented item and inventory library that uses Context to define item interactions

Entity Component System (C#) - github.com/HeiEngine/Hei.ECS

ECS library implementing data abstraction for entities using **data-oriented design**, designed for MonoGame and Unity. Allows abstracting entity data away from systems to provide massive improvements in system execution time.