

Maria Radmer

Gameplay Programmer (Unity & Unreal)

Gameplay programmer experienced in building gameplay systems in Unreal Engine (C++) and Unity (C#). Passionate about rapid prototyping, collaborating closely with designers, and turning playful ideas into polished mechanics. Focused on writing maintainable systems that support iteration and strong player experiences. Known for strong team collaboration, ownership, and a commitment to continuous learning.



Unreal (C++)

Unity (C#)

Gameplay Systems

AI

React

Tooling

Git

Experience

2026 – Present | Software Engineer | Eesy

- Improved internal **AI tools** for customer support workflows
- **Implemented configurable content systems** in a production React Native app
- Maintained and improved production mobile applications

2026 | Gameplay Programmer Intern | Half Past Yellow

- Designed and implemented shop and inventory systems in **Unity** using UI Toolkit
- Built **gameplay** functionality based on **designer specifications**
- **Worked in a production setup** using Git, Confluence and internal documentation standards
- Collaborated cross-disciplinarily to integrate systems into existing **gameplay loop**

2024 - 2025 | Software Engineer | Modl.ai

- Contributed to testing and development workflows on **two MMO projects**, including one **published** title
- Developed and maintained **AI** testing tools for **Unreal Engine** using **C++**
- Built and maintained **Jenkins** pipelines to automate **AI** behavior testing
- **Led a full integration project independently, covering implementation, debugging, and deployment**

2023 | Game Programmer intern | Gamucatex

- Developed and optimized game features and **AI** in **Unity** using **C#**, focusing on clean, maintainable, and well-documented code.
- Collaborated closely with the development team to design, implement, and refine gameplay mechanics with an emphasis on performance and **player experience**.
- **Iterated gameplay features** based on feedback, ensuring a stable and engaging experience by identifying and resolving bugs effectively.

Education

MSc in Games Technology, ITU

Unity, Game AI, Graphics programming in OpenGL, rapid prototyping, advanced C++, gameplay systems & tools, collaborative development, and real-time systems.

B.Sc. in Software development, ITU

Backend development, Agile development, web & mobile software engineering, algorithm design.

Projects

Shooter Game Prototype (2025)

- Built and iterated gameplay systems in **Unreal Engine** to explore **FPS mechanics** and player feel
- Emphasized clean, maintainable code and rapid prototyping to support iterative design processes
- Gained experience with engine workflows and scalable system architecture

Unreal

C++

Rapid prototyping

CREAC:CREAture Creator (2023)

- Developed a mixed-initiative **AI** tool for game creature design using **Python** and Stable Diffusion
- Conducted a user study with 20 participants, with **80% preferring CREAC** over control tools and 95% indicating future use
- Demonstrated experience integrating AI tools into creative workflows and **collaborating closely with designers**

Python

AI

Tooling

The Mender (2022)

- Responsible for gameplay, interaction, and dialogue systems in **Unity** using **C#**.
- Delivered maintainable, modular code that supported a narrative-driven experience.
- **Collaborated with artists and designers** to align technical solutions with creative goals.

Unity

C#

Rapid prototyping

Certificates

2025 Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games

2023 C++ Best Practices for Developers

2023 .NET with C# Essentials

2023 C# Algorithms

Hobbies

Crocheting

Painting

Cat ownership

Game development

Cooking & baking