Vitantonio Greco

Gameplay Programmer

🌐 Portfolio

in [Vitantonio Greco | LinkedIn](LinkedIn)

▶ [Hurock Games | YouTube](YouTube)

✉ grecovitantonioh@gmail.com

PROFILE

I'm passionate about creating fun and engaging gameplay experiences, with a strong focus on gameplay programming and developing tools that empower designers. I actively participate in industry talks and events to stay current with emerging technologies and design trends.
In addition to my technical background, I bring several years of experience in retail management, which has honed my communication, organizational, and leadership skills assets I carry into collaborative game development environments.

SKILLS

Unreal Engine	Illustrator
Visual Studio	InDesign
Photoshop	Unity

PROGRAMMING LANGUAGES

C++, C#, HTML, CSS, JavaScript

SPOKEN LANGUAGES

Italian Native
English Fluent

EDUCATION

Graduated at University of Greenwich 2022-2025
Games Design and Development (Programming).

TECHNICAL INDUSTRIAL SCHOOL, ITALY, 2008-2013
Industrial Expert for Aeronautical Construction

PERSONAL PROJECTS

For a detailed description of every project, please check my portfolio.

Hey Fishy Fishy - VR Sandbox Game (Unity, C#)

An immersive VR experience where players decorate a virtual fish tank using interactive objects.
 - Programmed core gameplay systems,
 - UI menus (inventory, accessibility features for left-handed users),
 - implemented dynamic water caustic effects for enhanced visual realism.

Helix Project (Unreal, C++, Blueprint)

Designed and developed a prototype that blends deck-building mechanics with fast-paced combat.
Focused on creating modular tools for designers to easily implement and balance cards (inspired by Slay the Spire and Hearthstone), alongside implementing enemy AI and a dynamic combat system.

Seeking a nap (Unity, C#)

University group project. I focused my work on developing a robust AI for NPCs and gameplay elements such as power ups, food mechanic, game UI and menus, player movement and level design.

WORK EXPERIENCE

Supervisor, Starbucks Coffee, UK, May 2018 - Current
 - Assist the store manager in day-to-day operations.
 - Team leading.

Assistant Store Manager, Lola's Cupcakes, UK, September 2015 - April 2018
 - Assist the store manager in day-to-day operations.
 - Team leading.

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ACTIVITIES

- Actively participating at Game jams and similar events.
- Volunteered at AdventureX 2023
- Industry talks with speakers such as Oliver Twins.

HOBBIES

- **Gaming,** I have been playing videogames since I was a baby, started my journey with Super Mario Bros. on NES. Some of my favourite games are Monster Hunter (entire series), Hollow Knight, Dragon Quest, Final Fantasy.

- **Painting**, I collect and paint Warhammer and D&D models.

- **Tabletop games**, I enjoy playing tabletop wargames and run D&D campaigns as a Dungeon Master or play as a playing character.

- **Gym**.