AGUSTIN TORCHIA

Unreal Engine Game Developer

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SUMMARY

Experienced Game Developer with 5+ years building games across AAA and indie environments, with a strong focus on Unreal Engine and C++. Known for being a proactive team member, a fast problem-solver, and a technical point of reference.

WORK EXPERIENCE

Blue Gravity Studio Gameplay Programmer *Dec 2025 - Ongoing*

- Development of an online multiplayer game using Unreal Engine
- Implementation and integration of Gameplay Ability System (GAS)
- Work on multiplayer architecture, replication, and gameplay networking
- Gameplay systems, UI and live features for Roblox titles using Luau
- Built and maintained in-game UI using UMG, connecting widgets to C++ gameplay and multiplayer systems

Better Pros Unreal Engine Developer *Jan 2025 - Oct 2025*

Project Box Car AI Research Startup

- Serve as the technical lead for all Unreal-related development within the team
- Prototype and implement solutions based on experimental research and external tools
- Oversee code quality and repository management with Perforce
- Act as point of contact for technical issues, providing guidance and support to collaborators
- Research and document methods for integrating novel technologies into Unreal workflows

Globant Game UI Developer *Mar 2021 - Oct 2024*

Launch Titles: FIFA 22 and 23, Madden 24 and 25

- Led the implementation of several UI features for live AAA titles using proprietary engines
- Collaborated with designers and technical artists to iterate and ship game-ready systems on tight schedules
- Proactively fixed high-impact bugs and improved overall UI performance
- Contributed to cross-functional discussions and became a technical reference in the team
- Delivered reliable estimates and consistently met hard deadlines in fast-paced environments
- Received positive performance feedback from leadership for reliability and ownership

CDA Full Stack Developer *Jan 2020 - Mar 2021*

YPF SRC

- Developed and maintained a custom internal system for resource management
- Translated user requirements into features by working closely with non-technical stakeholders
- Improved system reliability and user satisfaction by implementing quality-of-life improvements
- Worked across the stack using .NET, JavaScript, SQL and modern tools for UI/backend integration
- Recognized for communication skills and ability to deliver consistent, stable updates under tight deadlines

PERSONAL PROJECTS

Midnight Island

Spiritual successor to my previous project, currently in development with a small collaborative team. https://troskiajuegos.itch.io/midnight-island

- Development of an improved vehicle system with modular car part disassembly
- Technical leadership and core gameplay systems development
- Designed all 3D models, textures and visual elements using Blender, Substance Painter and Figma
- Designed and implemented the full UI in UMG (HUD, menus, race results), from mockups to in-game implementation

Troskias Island

Solo-developed indie racing game (2024)

- Created from scratch using Unreal Engine, including custom car physics and gameplay systems
- Designed all 3D models, textures, UI and visual elements using Blender, Substance Painter and Illustrator
-Developing the game's UI in UMG, including HUD and vehicle customization menus
- Focused on arcade-style feel with optimized controls and balanced AI opponents
- Available now on Itch.io https://troskiajuegos.itch.io/troskias-island

Game Jams

- Participated in Platzi Game Jam 2021 and Global Game Jam 2021
- Gained experience building complete prototypes in 48 hours with small teams
- Reinforced agile workflows, scope reduction, and rapid iteration under pressure

EDUCATION

Technical Education in Computer Science — **2013 - 2019**
Escuela Tecnica 37 Hogar Naval Stella Maris

Graphic design — **2026 - Ongoing**
UBA - Facultad de Arquitectura Diseño y Urbanismo

ADDITIONAL INFORMATION

Strengths

- Fast learner with strong self-management and adaptability
- Enjoys solving technical challenges and improving team workflows
- Clear communicator who shares progress and asks for help when needed
- Naturally proactive and takes ownership of assigned systems
- Passionate about learning new tools and constantly refining skills

Skills

Game Engines & Tools: Unreal Engine (Blueprint & C++), Unity, Git, Perforce, Jira
Programming Languages: C++, C#, JavaScript, Java, SQL, .NET
Art & Content Creation: Blender, Adobe Substance 3D Painter, Illustrator, Krita, Figma

Languages

Spanish: Native
English: Professional working proficiency, used daily in an English-speaking environment