

CHRISTIAN FERRARIO

Senior Gameplay / AI Programmer

Location: Remote (Eligible: US, Canada, Taiwan, EU) Email: chris.ferrario@gmail.com Portfolio: www.chris-ferrario.com

PROFESSIONAL SUMMARY

Senior Gameplay and AI Programmer with **20 years** of experience across PC, console, mobile, and VR platforms. Recognized expert in AI architecture, vehicle physics, pathfinding, and UGC tool development using C++, C#, Unreal Engine, and Unity. Highly adept at integrating modern AI-assisted development tools (LLMs, Claude, Cursor, Copilot) into C++ engineering pipelines to accelerate code iteration and system delivery.

TECHNICAL SKILLS

Languages:	C++, C#, Lua, Java, Object-Oriented Programming (OOP)
Game Engines:	Unreal Engine, Unity, GIANTS Engine, Proprietary Engines
AI Coding Tools:	LLMs, Claude, Cursor, Copilot
Developer Tools:	Visual Studio, Git, Perforce, SVN
Core Expertise:	AI Architecture, Vehicle Physics & Racing AI, Navlines & Pathfinding, UGC/Creator Tools, VR Gameplay, Multi-platform Optimization, Technical Interviewing & Mentorship

PROFESSIONAL EXPERIENCE

Senior Gameplay Programmer | *Refactor Games / Delphi Interactive / Netflix Games*

Feb 2026 – Present

- Key contributor to the development of the upcoming official **FIFA World Cup** game published by **Netflix Games**.
- Engineered core gameplay systems and complex AI behaviors in **Unreal Engine**.
- Leveraged AI-assisted development workflows (**Cursor, Claude, Copilot**) to accelerate code generation, refactoring, and prototype development across Unreal C++ pipelines.
- Optimized memory and CPU performance for mobile and multi-platform deployment targets.

Principal AI Programmer | *Straight4 Studios (London/Zurich Remote Studio)*

Aug 2023 – Dec 2025

- Served as Principal AI Programmer for Career Mode racing opponents on **Project Motor Racing** (shipped across PC and consoles).
- Developed advanced vehicle AI algorithms in **Unreal Engine 5** and GIANTS proprietary engine, pioneering machine learning initiatives using **LLM models** to generate **AI navlines**.
- Collaborated on the AR driving AI system for Michelob ULTRA's **Lap of Legends** event.
- Mentored junior developers, conducted code reviews, and supported automated regression testing pipelines.

Software Engineer (IC4) | *Meta / Ready At Dawn Studios (Irvine Studio)*

Dec 2021 – Aug 2023

- Engineered VR gameplay features for flagship title **Echo VR**, addressing and resolving major user-requested goal validation issues and critical low-level bugs.
- Developed gameplay AI, combat interactions, and networking systems for an unannounced AAA IP during its pre-production phase.
- Implemented clean, modular **C++** architecture following high engineering standards in a fast-paced environment.

Senior Software Engineer | *Statespace (New York / Remote)*

Jun 2020 – Dec 2021

- Served as Principal Programmer for the **Aimlab Creator Studio**, enabling players to design custom **UGC maps**, bot targets, and game modes.
- Built AI and gameplay systems in **Unity/C#** for the Aimlabs aim trainer; collaborated with data science and eSports teams on experimental AI features.
- Mentored junior developers and conducted software engineering interviews to recruit top technical talent.

Senior Software Engineer | *Out of the Park Developments (Hamburg Remote Studio)*

Apr 2018 – Jul 2020

- Spearheaded the release of **OOTP GO** (mobile adaptation of **Out of the Park Baseball 21**), implementing **C++** gameplay and UI systems on an in-house engine.
- Contributed to early architecture, data structure design, and engine features for an officially licensed **NFL** management title.

Principal AI Programmer | *Slightly Mad Studios (London Remote Studio)* Dec 2013 – Mar 2018

- Architected and led the development of **DriverAI**, a portable racing AI library utilized across multiple games and external production studios.
- Shipped **Project CARS 1 & 2**, **Red Bull Air Race**, **World of Speed**, and **Fast & Furious Crossroads**, specializing in opponent driver AI, pathfinding, dynamic navigation, and traffic flow.

Gameplay Programmer / Vehicle AI Specialist | *Gameloft (Montreal Studio)* Oct 2009 – Nov 2013

- Shipped high-profile titles including **Asphalt 5, 6, 7**, **Dungeon Hunter**, **Fast & Furious**, and **GT Racing (C++, Unreal Engine 3)**.
- Served as the studio expert in vehicle AI and completed two missions at **Apple Headquarters (Cupertino)** optimizing gameplay releases on pre-release hardware.

Main 3D Engine & Gameplay Programmer | *Creator Video Games (Paris)* Jan 2009 – Oct 2009

- Architected and programmed a custom low-level **3D engine for Nintendo DS** hardware.
- Shipped 3 commercial titles: **My Hero: Firefighter**, **My Hero: Astronaut**, and **My Hero: Doctor**.

Junior Gameplay Programmer | *Gameloft (New York Studio)* Jul 2008 – Oct 2008

- Developed gameplay mechanics and optimized memory allocation for early mobile titles.

Lead Java Gameplay Programmer | *DeValley Entertainment (Paris)* Feb 2007 – Feb 2008

- Served as Lead Programmer on the award-nominated mobile horror title **Nowhere**.
- Designed and deployed custom Java mechanics and memory pipelines compatible across **850+ mobile devices**.

EDUCATION

Software Engineering — In'Tech INFO (Paris) 2007

Bachelor-equivalent, project-oriented degree

LANGUAGES & INTERESTS

Languages: Native English, French, and Italian. Conversational Spanish and German. Learning Mandarin and Arabic.

Interests: Baseball Player/Coach for 25+ years (National France and Regional Paris Champion; played in the US, Canada, France, Taiwan, and the Philippines).