

George Gularte

George.Gularte@gmail.com | (310) 895-8388 | North Hollywood C.A. 91601

Unreal Engine Gameplay Programmer

9+ years of professional game programming experience, with a B.S. In Computer Science with a specialization in game programming in addition to 3+ years of professionally teaching Unreal Engine as a visual scripting instructor, and being an official Certified Unreal Authorized Instructor.

I am well versed in all aspects of video game production including; PC, mobile, console, and all major VR devices. I overly communicate instructions & questions to avoid miscommunication errors. I enjoy mentoring anyone who needs technical education and or support.

Technical Skills

Languages:	C, C++, C# , Blueprint and some Java and Python.
Platforms/Operating Systems:	PC, PS4, PS5, Switch, Android, Vive, PSVR, Oculus.
Developer Software:	Unreal Engine 4 & 5, Visual Studio/Rider, Perforce, Unity3D, Git.
Team Management Software:	Jira, Slack, Mantis, Trello, Discord, GitHub.

Professional Software Experience

Farsight Studios

September 2021 - June 2024

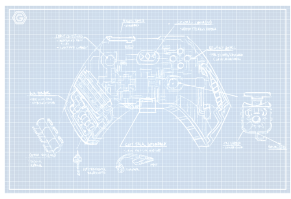
Software Engineer (Full Time Remote) - BigBear C.A.

PPA Pro Tour Pickleball 2025 - Release expected June/July 2024 (UE5) (Switch, PS4, PS5, Xbox Series X, PC)

- Programmed the official PPA Game Rules (Game Loop)
- Defined Court Zones, without Collision Volumes, using only basic math for location detection.
- Brought over existing system from previous title ACL Cornhole and updated them as general plugin.
 - Commentary, XP, Crowd, Excitement
- Programmed various UI Engineering Tasks; Menus, HUD, PopUps.

ACL PRO Cornhole - Released February 2024 (UE5) (Switch, PS4, PS5, Xbox Series X, PC)

- Major contributor to the gameplay mechanics and most backend systems.
- Programmed Systems : AI, Gameplay, Commentary Audio, XP, Enhance Input, Abilities.
- Implemented frontend/backend menus with UE4's UMG system.
- Created easy tools for designers to adjust game mechanics.
- Smoothly worked along level designers with tools; to create Commentary, AI, Bag Shot, data assets.
- Responsible for creating a Commentary System that handles thousands of audio files.
- Setting Steam Achievements in the account portal.
- Created Data Driven foundation, with C++ and Data Assets at its core, using as few Blueprints as possible.



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Professional Software Experience *Continued*

Game Mechanic Studios

January 2015 - January 2021

Software Engineer (Full Time) - North Hollywood C.A

- Responsible for hiring and mentoring other programmers and other developers
- Responsible for submitting weekly builds to producers and clients along with build reports
- Worked on various Unreal & Unity unreleased projects to the public market.

No Way Out a Dead Realm Tale - Released November 2020 (Unity) (PS4,PSVR, PC)

- Programmed many mini tools based of events for designers to trigger; particles, lights, animation, sound effects, movable objects, hide objects, etc,
- Created and programmed game mechanic architecture transitions from Dark realm to Light realm room.
- Programmed Enemy A.I. Controller and States.
- Programmed Player Controller,movement, interactions, Torch mechanics.
- I Level Designed The Clown Sequence and Blue Light Puzzle Hallway.
- Implemented PSVR SDK and Steam SDK
- Adjusted game to be compliant for Playstations TRC's.
- Created .PKG's for publishers to upload to Playstation and uploaded builds to Steam.

Tree Official - Released 2018 (UE4) (VR, VivePort)

- Programmed to sequence 70 + Anim. morph targets to show growth.
- Responsible for interactional triggers, animation sequences, and many timed events.
- Installed many 3rd party plugins; Ikinema, Scenetys, OSC and more.
- Build a local UDP system to send custom payloads for IMAX VR Facility equipment.
- Worked closely with clients/directors, to help translate their vision to technical understanding.

Other Related Experience

Otis College Extension

February 2021 - PRESENT

Unreal Editor Visual Scripting College Instructor (Remote Part time) - Marina Del Rey C.A.

- Teaches college students an introduction to Unreal Engine 4 "Blueprint " visual scripting language with a focus on video game production.
- Created the technical curriculum for the students to learn practical techniques/skills using Unreal Editor.

Studio Arts

October 2022 - PRESENT

Unreal Editor Blueprint Visual Scripting Instructor (Remote Part time) - Pasadena C.A.

- Introduces Unreal Editor to an older audience to learn new skills to their existing profession.

Licenses & Certificates

UE4 Unreal Authorized Instructor: Issued December 2023 - Expires December 2024

Credential ID89269142

Education

The Art Institute of Los Angeles C.A. 2014 - Bachelors of Science, Game Programming