

Ottavio Ficaccio

tavfic@gmail.com
+1 (587) 899-4337

Game Development Portfolio: <https://www.ottavioficaccio.com>

- Earned the **Schulich Leaders Scholarship (\$80,000)** for demonstrating excellence in **leadership, charisma, and entrepreneurship**
- Led a team that **won a \$2,000 prize** in the **Ubisoft Game Lab Competition**
- Acquired multiple other coveted accolades for **project management**, academic excellence, **leadership**, and community service
- Exhibited strong skills in **gameplay programming & design**
- Proficient in many programming languages as well as software design
- Exhibits strong capabilities in **time management, organization, and delegation**
- Thrives in **fast-paced**, evolving environments
- Dedicated to bringing a **positive attitude** and maintaining a **desire to learn** in difficult circumstances
- **Computer Skills:** Coding (C#, Java, C++, Python, C, Bash, Assembly), Unity Engine, GitHub, MS Office (Word, Excel, Teams), Miro, Adobe Photoshop, Procreate, Figma, DaVinci Resolve, Ableton Live 10, Audacity
- Languages Verbal and Written: **English** (Fluent), **French** (B1-Intermediate)

EXPERIENCE

Gameplay Programmer Intern — [Perfect Storm Games](#)

May - Aug '24, Jun - Aug '25

- Worked on a brand new online MOBA IP for the company with team members from Naughty Dog, Riot Games, Epic Games, and Activision Blizzard
- Performed detailed testing, documented bugs, and collaborated with others to resolve issues
- Delved into the custom engine built by our architect, and collaborated with him to add new features to the animation, audio, physics, and gameplay systems
- Explored the rollback netcode developed by the company to improve responsiveness and enable global multiplayer
- Audited audio and view systems, identified inefficiencies, and proposed solutions to reduce network overhead
- Architected a Timed Objects component and system from the ground up to set expiration timers on various entities, fully integrated with the existing Entity Component System structure
- Built a dynamic reticle system that reads directly from ability definitions to display contextually accurate targeting indicators at runtime
- Organized and ran playtests with content creators, synthesized feedback, and drove iterative design improvements across multiple champions
- Designed and implemented 3 playable champions from scratch, each with a fully unique ability kit built on a custom ability scripting language
- Created and modified VFX, SFX, and animations for the characters to ensure combat readability and effective visual communication of combat outcomes

Project Manager Intern — Ubisoft Anvil Engine, Montreal QC

Jan '26 - Apr '26

- Oversaw more than 50 tools programmers, developing features for Ubisoft's in-house game engine, Anvil, used for staple franchises including Assassin's Creed and Rainbow Six Siege
- Assigned to supervise a team of 15 programmers working on a complete refactor of one of the most-used tools in the engine, gaining insight into development practices of a AAA game engine creating tools for productions
- Created a suite of tools for the Project Management team on Anvil, owning the full development lifecycle: from needs gathering to design, implementation, testing, and documentation
- Identified inefficiencies in reporting workflows and independently proposed and implemented technical solutions
- Developed 3 Power BI dashboards used by Project Managers, Associate Producers, and Directors, reducing manual reporting effort by automatically visualizing sprint data from Jira, increasing visibility into progress, bottlenecks, and iteration cycles
- Engineered a centralized documentation platform on Confluence using HTML and CSS and developed custom front-end components using JavaScript to extend Confluence functionality beyond native capabilities

Team Lead, Game Designer — [Pas de Deux: The Chaos Ballet](#)

Jan '25 - Apr '25

- Organized a team of 8 members and directed them through the development of a game from start to finish in only 11 weeks as the McGill University team for the annual inter-university [Ubisoft Game Labs Competition](#)
- **Won the Jury's Choice Award**, with a value of \$2,000, for being the favourite game of the jury members, which included the General Director of Ubisoft Montreal
- Gained experience with the entire cycle of game development, from pre-production all the way to gold master
- Designed game mechanics, animation systems, level designs, and difficulty progressions
- Collaborated with programmers to design software systems, fix bugs, and refine implementations
- Merged all individual systems developed by programmers together, adjusting code and fixing merge conflicts
- Created the diagrams outlining the software architecture for the gameplay mechanics and how the different systems must work together
- Worked in Unity to merge models, animations, audio, and VFX from other members into one project
- Playtested the game extensively, reporting bugs and giving feedback to team members
- Developed significant amounts of documentation in the form of formal design documents, spreadsheets, and vision boards
- Integrated feedback from Ubisoft mentors and iterated on game feel, design, cohesion, and more

VP Game Design Mentor — [GameDev McGill Club](#), Montreal QC

Apr '24 - Apr '26

- Provided valuable feedback on projects and mentorship about game design to club members
- Researched and presented lectures on varying design topics such as level design, difficulty progressions, and video game production to members of a wide range of skill levels
- Worked in a team with the other Mentors, and the rest of the executives, developing skills in communication, collaboration, and teamwork

EDUCATION

McGill University, Montréal QC — BSc. Major Computer Science; Computer Games Specialization; Minor Management

Sep '22 - Jun '26

- Cumulative **GPA of 3.9**
- 2022 **Schulich Leaders Scholarship recipient**, a McGill Prestige Scholarship (**\$80,000**)
 - The Schulich Leaders Scholarship is currently the **largest scholarship awarded in Canada**
 - Received one of 100 scholarships **out of over 300,000 candidates**
 - Awarded for displaying excellence in leadership, creativity, charisma, academics, & entrepreneurship
- Clubs: GameDev McGill, Tuesday Night Cafe Theatre, Player's Theatre

Columbia Business School, New York City NY — Certificate in Business Excellence

Jun '23 - Present

- A 4-year comprehensive program centred on building skills in management, strategy, analytics, leadership, finance, marketing, and social enterprise
- Taken as a YNG+ member of the Young Presidents Organization (YPO) Global One Chapter
- Participated in multiple classes taught by Columbia Business School Professors
- **Studied under and networked with top CEOs in America** and across the globe about their personal start-up stories and strategies for success

Renert High School, Calgary AB

2018 - 2022

- Graduated with a cumulative average of 98.8%
- **Valedictorian of Graduating Class**, awarded for exhibiting high academic achievement, a passion for learning, appreciation, and community involvement
- 2022 **Governor General's Academic Medal Recipient**, awarded to the graduate with the highest overall average
- 2022 Loran Scholar Semi-Finalist, selected out of 5,000 applicants for an interview for displaying strength in integrity, courage, and grit
- Best Project Manager Award, received for leading my team to success in a competitive source analysis and panel discussion competition
- Ran multiple clubs including the **Video Game Design Club**, the Gay-Straight Alliance, and a Creative Writing Club
 - Developed interpersonal skills as well as skills in communication, collaboration, & time management

CG Spectrum — Introduction to Game Design

2020

- Gained experience in game design concepts, development process, video game analysis, documentation, prototyping, and project pitching
- Worked with an industry mentor to create UI wireframes, GDDs, game analyses, pitch decks, and level designs