

Angelo Capuzzo Hojaji

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Game Programmer (Mid-Senior Level) • Fully Flexible Hours • Open to Relocation

Mid-senior game programmer with 6+ years shipping and leading Unreal Engine titles — 2 Steam releases at 94% positive. Engine-level focus: custom physics, rendering pipelines, and networked multiplayer systems. [Portfolio & gameplay reels: angeloach.com]

TECHNICAL SKILLS

Languages: C++, C#, Python, Rust

Engines: Unreal 4/5 (Blueprints, C++), Unity, Godot, s&b3x (Source 2)

Tools: Visual Studio, Perforce, Git, GitHub, VS Profiler

PROFESSIONAL EXPERIENCE

Dogwood Gaming — Lead Game Programmer, Maryland

September 2018 – Present

C++, Unreal Engine

- Shipped "Static" on Steam (94% positive) — a psychological-thriller escape-room game: built investigation/puzzle-solving systems, enemy AI behaviors, and custom outline/lightwarp shader techniques across ten hand-designed floors.
- Shipped "K'nife Fight" on Steam (94% positive) — a 4-player physics-based party brawler: built launch/impale combat mechanics, adaptive single-player AI state machines, a dynamic camera system, and online/LAN/local multiplayer networking.
- Led a cross-functional team of 4 developers through full production cycles of multiple Unreal Engine titles, conducting daily code reviews and establishing Blueprint/C++ coding standards; built companion-system AI state machines and animation-integration tooling for designers.
- Engineered a crowd-simulation-driven architectural visualizer (1000+ agents via spatial partitioning/LOD) and a VR training app sustaining 144 FPS via instanced rendering/occlusion culling, plus a 1920s racing tech demo with custom tire friction and procedural damage deformation.

PROJECTS

Kaya Game Engine — Solo Developer

C++17, OpenGL 4.6, Jolt Physics

- Built a rendering pipeline (Phong lighting, custom shader system) and integrated Jolt Physics for rigid-body dynamics with box/sphere collision, plus a free-flying camera and interactive physics sandbox for spawning/shooting objects.
- Architected the engine framework from scratch — cross-platform windowing (GLFW), input polling, GLM-based math, and a CMake build system — as a ground-up study of engine architecture.

Unreal Destiny 2 Recreation — Solo Developer

C++, Unreal Engine 5

- Reverse-engineered Destiny 2's GAS-based ability system (cooldowns, chaining, combos) and recreated PvP replication with client-side prediction and lag compensation for 128-tick gameplay.
- Matched Destiny 2's weapon feel through custom recoil patterns, aim-assist curves, and procedural animation.

First Person Feel — Solo Developer

C++, Unreal Engine 5.4 • github.com/AngeloAliCapuzzoHojaji

- Public UE5.4 template focused on movement feel: procedural FPS animations for sprinting, crouching, sliding, and aim-down-sights, with clipping-prevention materials for a polished, responsive baseline.

Contractors VR (TF2VR Mod) — Team Project

Unreal Engine 4.6 • Steam

- Mentored team members on Unreal Engine 4.6 workflows; contributed secondary support in Blueprint scripting and Cascade particle-effect work.

EDUCATION

B.S. in Computer Science — University of Maryland, College Park

2019 – 2023

Relevant Coursework: Game Engine Architecture, Computer Graphics, Data Structures & Algorithms, Artificial Intelligence