DIMITRIS FOUTZITZAKIS

Gameplay Systems Developer (Unreal C++ / Blueprints, Unity C#)
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SUMMARY

Gameplay Systems Developer with 6+ years of production engineering experience delivering reliable, maintainable systems. Built gameplay projects in Unreal Engine (C++ & Blueprints) and Unity (C#), focusing on modular gameplay systems, state management, and data-driven architecture.

PROJECTS

Unreal Ability System Prototype (C++ / Unreal Engine 5)

- Designed modular ability system using UObject-based abilities and UAbilityComponent
- Implemented per-slot abilities with independent cooldowns and Blueprint extensibility
- Built interface-based damage system (IDamageable) for decoupled interactions
- Developed event-driven HUD using Unreal multicast delegates
- Created reusable projectile system with configurable behavior
- Managed ability lifecycle and memory using Unreal's UObject system (UPROPERTY, GC)

First-Person Puzzle Systems Showcase (Unreal Engine, Blueprints)

- Designed modular interaction system using interfaces and line tracing
- Built data-driven inventory system with dynamic UI updates
- Implemented inspect mode with dedicated input/state handling and UI flow control

Turn-Based Deckbuilder Prototype (Unity, C#)

- Implemented turn-based combat with explicit state management
- Developed card interaction UX (drag/drop, targeting validation)
- Designed data-driven ability system using ScriptableObjects

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SKILLS

Gameplay Systems: ability systems, state machines, interaction systems, UI/input flow, inventory
Unreal Engine: C++, Blueprints, UMG, Enhanced Input, interfaces, component-based architecture
Unity: C#, ScriptableObjects, coroutines, UI systems
General: Git, debugging, system design, event-driven architecture

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EXPERIENCE

Senior RPA Developer / Consultant — Deloitte Greece
Nov 2019 – Present

- Delivered 40+ production systems end-to-end, focusing on reliability and maintainability
- Designed reusable components improving scalability and reducing production issues
- Debugged complex state-driven systems in production environments
- Mentored junior developers and translated requirements into technical solutions

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EDUCATION

BSc, Informatics Engineering — Technological Educational Institute of Central Macedonia