

Andrea Panariello

 [andreapanariello](#) |  [panarielloandrea.netsons.org](#) |  panariello.andrea@gmail.com |

SUMMARY

UI Programmer with 3+ years of professional experience in the video game industry at 3DClouds. Specialized in Unreal Engine UI development (UMG), MVC-based architectures, and gameplay integration. Strong focus on usability, performance, and scalable UI systems for commercial titles, with a background in web development and UX principles.

WORK EXPERIENCE

UI Programmer – 3DClouds

2022 - Present

- Developed and maintained in-game UI systems using Unreal Engine (UMG) for commercial projects
- Implemented HUDs, menus, and front-end flows following an MVC-based UI architecture
- Integrated UI with gameplay systems using Enhanced Input, localization pipelines, and data-driven configurations
- Collaborated with designers, artists, and gameplay programmers on two shipped games and one unannounced title

Web Developer – Nencini Sport

2019 - 2021

- Developed and maintained user-facing web applications using HTML, CSS
- Implemented responsive and accessible interfaces with a strong focus on usability and UX best practices

SHIPPED GAMES

PAW Patrol World

Unreal Engine 4

Contributed to user interface development for this open-world 3D adventure game released on PC and consoles. Worked on adaptive HUD systems, menu flows, and gameplay-linked UI interactions.

Trident's Tale

Unreal Engine 5

UI Programmer responsible for designing and implementing the full UI system for Trident's Tale in Unreal Engine. Developed complex menu hierarchies (map, inventory, equipment, crafting), multiple combat HUDs (naval and ground), and a custom dialogue system based on an internal FSM. Built a data-driven, localization-ready UI architecture used across the project.

EDUCATION

2022 Game Programming Diploma - **Digital Bros Game Academy**

2018 Diploma in Digital Communication - **Cappiello, Academy of Art and Communication**

SKILLS

Programming	C++, C#, Unreal Engine 4/5, Blueprints
UI Architecture	UMG, Widget Blueprint, MVC pattern, data-driven UI, reusable widgets, FSM, localization-ready UI
UI / UX	HUDs, menus, front-end flows, accessibility, gameplay integration
Tools	Perforce, Git, Visual Studio, Rider, Jira, Figma
Platforms	PC, Console