

Lorenzo Ferri

Game Programmer | Gameplay Systems, Modding, Tools

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PROFILE

Software engineer moving into game programming, with 4+ years of professional development experience, Godot game jam projects, professional Godot/SUMO visualization work, and a public Elden Ring DLL mod. Strongest in gameplay systems, player controls, UI/input, rapid prototyping, multiplayer prototypes, and native mod/plugin development. Interested in the overlap between programming and design, especially player controls, combat readability, and mechanics that interact cleanly with each other.

TECHNICAL SNAPSHOT

Gameplay: character control, combat implementation, progression/upgrade loops, UI/input, game feel iteration

Engines: Godot; Unity and Unreal basics

Programming: C++, C#, GDScript, Python, TypeScript, Java, Kotlin, Swift, Lua

Engineering: Git, debugging, testing, CI/CD, cross-platform development, agile collaboration

SELECTED GAME PROJECTS

RadialMenu - Elden Ring Mod

C++, native DLL, Dear ImGui, MinHook, ModEngine | 2026

[Nexus Mods release](#) | [GitHub source](#)

Public Elden Ring native DLL mod adding radial menus for spells and quick items.

- Implemented a controller and keyboard/mouse selection flow where holding the normal spell/item input opens a radial menu, directional input chooses an entry, and release confirms the selection while short taps keep the original behavior.
- Integrated with the running game's data to resolve spells, quick items, localized names, and icons.
- Released and maintained the mod for real users, including compatibility work with major Elden Ring mods and game updates.

Borrowed Skin - Brackeys Game Jam 2026.2

Godot, GDScript, shaders, editor tooling | 2026

[Play on itch.io](#)

First-person narrative horror game created by a multidisciplinary team for Brackeys Game Jam 2026.2.

- Implemented the majority of the game's code, including an event-driven narrative director coordinating a 12-stage story, objectives, interactions, character states, blackouts, branching choices, and three endings.
- Served as tech artist, creating VFX and CRT post-processing shaders and building editor tools for character placement and the art team's workflow.

Spell 4 Dead - Solo Game Jam Project

Godot, GDScript, HTML5 | 2026

[Play on itch.io](#)

Solo arena survival prototype built during a 48-hour game jam.

- Designed and implemented the core loop: player movement, aiming, spell casting, enemy waves, upgrades/shop flow, UI, settings, and control rebinding.
- Built a playable web release around four elemental attacks and round-based survival.

Ludo Long Game Jam 2025 - Online Co-op Vehicle Shooter

Godot, GDScript, ENet | 2025

Two-player online co-op vehicle shooter prototype built during a month-long game jam.

- Implemented direct-IP multiplayer, driver/gunner roles, vehicle interaction, weapons, enemies, shop upgrades, and shared game state.
- Built for an asymmetric co-op loop where one player drives and the other controls a mounted weapon.

Clown Therapy - Global Game Jam

Godot, GDScript | 2024

[Play on itch.io](#)

- Implemented core gameplay systems including movement, attacks, dash, bomb ability, combat interactions, controller support, and wave structure.
- Iterated on combat readability and feel under 48-hour jam constraints.

The Roots of Revenge - Global Game Jam

Godot, GDScript | 2023

[Play on itch.io](#)

- Implemented procedural leg/root movement using inverse kinematics for spider-like character animation.
- Contributed to the central root mechanic tying health, movement, climbing, and attacks into one character system.

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PROFESSIONAL EXPERIENCE

Software Engineer

2021 - Feb 2026

Ex Machina, Lugano

- Built an interactive traffic simulation visualizer using Godot and SUMO, allowing users to inspect and control urban mobility scenarios such as road closures and direction changes; presented it at [Voxxed Days Ticino \(video\)](#).
- Shipped production software across mobile, web, and backend systems using SwiftUI, Jetpack Compose, React, Java, and Spring Boot.
- Built interactive UI-heavy applications with attention to responsiveness, state management, debugging, and maintainability.
- Integrated LLMs and AI agents into production applications and internal workflows.
- Worked across frontend, backend, and mobile codebases in small agile teams, moving from prototypes to production features.

Mobile Developer

2020 - 2021

Nassa Studio, Lugano

- Built a Jetpack Compose tablet application for helicopter operation support, focused on map-like interaction and collision avoidance near power lines.

Frontend Developer

2018 - 2021

Omnibus Engineering SA, Taverne

- Developed a React application for monitoring and interacting with smart home devices.

Fullstack Developer Intern

2017

Coopar, Lugano

- Built an Electron desktop application for survey visualization during a 4-month internship.

EDUCATION

MSc Artificial Intelligence - Università della Svizzera italiana

2018 - 2022

Coursework and projects in machine learning, deep learning, computer vision, NLP, graphics/programming fundamentals, linear algebra, and probability.

BSc Informatics - Università della Svizzera italiana

2015 - 2018

Software engineering fundamentals, programming paradigms, algorithms, networking, client-server systems, and collaborative development.

AWARDS & EVENTS

- 1st Place - 12th Artificial Intelligence Cup, USI Informatics, 2018 - university AI programming competition.
- Global Game Jam participant every year since 2023.
- USI Hackathon: Making Data Alive, 2019.

OPEN SOURCE

- [Contributed](#) the initial Windows implementation for SwiftCrossUI.

LANGUAGES

- Italian: native.
- English: C1.