

Destin Piagentini

Game Designer

Greater NYC Area

+ (1) 203-450-0653
Destin715@gmail.com

Links

Portfolio:
www.destinpiagentini.com

LinkedIn:
<https://www.linkedin.com/in/destin-piagentini/>

Summary

Hello! I'm Destin, a Game Designer with a background in Gameplay Engineering and broader in-engine technical work.

I specialize primarily in crafting the hands-on experience of a game (the 3Cs - Camera, Character, & Controls). Designing a game that is both challenging and satisfying to play is extremely important to me.

Skills

- Game Design
 - 2D & 3D
- Programming
 - C#, C++, Java, LUA, SQL
- Game Engines
 - Unreal Engine 4 & 5, Unity, GameMaker Studio 2, GameMaker LTS
- Source Control (Git & GitHub)
- Microsoft Office/Google Workspace

Relevant Work Experience

Gameplay Engineer - Hidden Leaf Games (April 2021 - November 2023)

- Worked on a MOBA called *FANGS*.
- Worked deeply with C++ and Unreal Engine 4's blueprint system in combination, utilizing Unreal's Gameplay Ability System plugin.
- Collaborated closely with the design team to implement features both in combat interactions and overarching gameplay systems across multiplayer networked play.
- Coordinated with the audio and VFX teams to implement their respective contributions and create tools to speed up their workflow.
- Worked as the engineering lead on an unannounced prototype in Unreal Engine 5.

Relevant Projects

Project Crimson (February 2019 - May 2021)

- Worked independently to ship *Project Crimson* - a small 2D retro-inspired game made in GameMaker Studio 2.
 - I handled *Project Crimson's* systems & level design, programming, visuals, and sound effects.
 - As of October 2026, *Project Crimson* has been added to over 45,000 Steam libraries and maintains an 88% review rating across 45 different reviews.

Lux (2026)

- Singleplayer hero-based first-person shooter created in one semester as part of the NYU MFA Game Design program.
- As producer, I led a team of three other people to ensure milestones were hit on time and that collaborations were running smoothly.
- As lead programmer, I worked hard to maintain a clean foundational codebase and keep my team unblocked from any and all technical problems that arose over the course of their work.

Education

BS, Computer Science - Fordham University (Summa Cum Laude) | 2017 - 2021

MFA, Game Design - New York University | 2025 - Ongoing