Savannah Balistreri

Gameplay Programmer and Technical Producer

savannahbsf@gmail.com | 415-595-4633 | linkedin.com/in/savannah-b-3350a6239 | San Francisco, CA, 94127
savannahbalistreri.com

Summary

Programmer and Producer with a strong foundation in C++ and development pipelines. Passionate about building polished products and processes, and learning new tools.

Skills

Programming & Tools: Unreal Engine, Unity, C++, C#, Python, Java, GitHub, Diversion, Construct 3
Game Development: Gameplay Programming, Debugging, Version Control, Rapid Prototyping, VFX, Asset Implementation, Tool Creation
Project Management: Agile (Scrum), Sprint Planning & Retrospectives, Backlog Management, Task Prioritization, Trello, Cross-functional Collaboration, Milestone Tracking, Team Leadership

Projects

Animal Abduction - Tech Lead, Technical Artist/Designer, Gameplay Programmer
Jan. 2026 - Present

- Iterated upon pipelines to better manage two developers
- Developed power-up system
- Researched and implemented LOD and World Partitions
- Awarded 10,000 dollars to continue work on project

InterLinked - Tech Lead
Jan. 2026 - July 2026

- Utilized Trello and Agile to manage three developers
- Implemented gameplay mechanics in Unreal Engine 5
- Developed visual effects using the Niagara system
- Integrated 3D assets created by cross-functional team members

Experience

Fellowship Counselor - Girls Make Games
May 2024 - Jul. 2026

- Produced and programmed for young artists and designers
- Taught girls (ages 11 to 17) how to use Unity
- Programmed multiple games in 2 week periods
- Won the Demo Day competition, game shown at The Game Awards 2025

Marketing Intern - ADD Systems
Jul. 2023 - Sep. 2024, Jul 2026 - Present

- Focused on automation, data analysis, & image creation
- Utilized HubSpot to work with contacts, create automated workflows, & analyze data
- Worked with Excel to generate informative reports

Education

Rochester Institute of Technology - *M.S. Game Design & Development*
Aug. 2025 - Present, expected graduation May 2027
Santa Clara University - *B.S. Computer Science; Minors in Studio Art & Creative Writing*
Sep. 2021 - Jun. 2025

Other Interests: Painting, Crocheting, Animals (especially cats), Legos, Arts + Crafts