Douglas Potesta

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Qualifications

Engineering Manager and Senior Game Systems Engineer with 8+ years of professional experience in game dev, engine-level development, and large-scale gameplay systems. Proven track record of promotion through technical leadership, cross-team collaboration, and ownership of complex systems in Unreal Engine.

Technology Summary

Languages: C++, C, HLSL, Nvidia CG, C#, Java, Python, Blueprint

Software/Frameworks: Unreal Engine 4 and 5, Unity, MSVS, 3ds Max, Blender, Photoshop,

Work History

Armature / Meta: June 2021 – Current

Engineering Manager (2025-Current)

- Manage and mentor 4 engineers across 4 concurrent VR projects
- Own technical delivery and prioritization in collaboration with design and production
- Guide architecture decisions for handling large crowd systems for low-end hardware
- Maintain and evolve a shared core hand-tracking system used across multiple teams
- Provide year-end performance ratings and promotion recommendations.

Senior Engineer (IC5) (2024-2025)

- Rated top 1% performer across Meta with **Redefined Expectations** performance rating in 2024
- Authored and presented proposals for rollback netcode for low-latency VR multiplayer
- Develop reference implementations, best practices, maintain core rollback netcode.
- Support Unreal Engine upgrades and upstream fixes across internal studios

Engineer (IC4) at Meta (2021-2024)

- Create and prototype gameplay features for Resident Evil 4 VR on Quest 2.
- Maintain, renovate, and fix game audio systems built around old audio engines
- Extend static pathfinding for AI to support modification in response to environment destruction.
- Work with artist and audio designer to develop tools and system for authoring and spawning vfx+sfx
- Author proposal and deliver in-house Rk4 based Physics Engine for supporting VR Sword combat.

Conflict Kinetics: June 2018 – June 2021

Unreal Engine 4 Developer

- Developed vehicle, AI, and combat systems for military marksmanship training simulations
- Implemented advanced pathfinding and crowd traversal systems
- Collaborated with clients and internal stakeholders to define and scope new drills
- Supervised technical artist tasks and advised on source control practices

Little Arms Studios: June 2017 – June 2018

Programmer

- Developed real-time networked fire simulation and environmental degradation systems
- Programmed multithreaded visual effects using Nvidia CG and Unity ShaderLab

Education

George Mason University (GPA 3.75)
BFA in Computer Game Design (Spring 2017)
MS in Computer Science (In Progress)