

RONALDO CALA

Senior Unreal Engine Developer & Game Designer

Tirana, Albania | Remote & relocation | Available immediately
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PROFILE

Unreal developer and game designer working in games since 2020. Combat is my strongest area: I connect player decisions, attack timing, abilities, enemy behavior and animation into playable systems. Shipped Carnival of Souls on Steam and designed and implemented Fatebound's full melee combat through its internal prototype, combining hands-on engineering with team and production leadership.

CORE EXPERTISE

Gameplay: C++, Blueprints, GAS, combat and RPG systems, Behavior Trees, technical UI, Chaos Vehicles, PvP multiplayer and replication.

Animation: Animation Blueprints and linked layers, root motion, IK Rig / IK Retargeter, Two Bone IK, Control Rig, Motion Warping and Distance Matching.

Delivery: Unreal editor tools, C++ debugging, performance investigation, scope and budgets, Jira roadmaps/dependencies, React Native / Expo and testing.

GAME DEVELOPMENT & LEADERSHIP

Tika Studios | Game Developer & Studio Founder

October 2024 - July 2026

Fatebound - upcoming AA action RPG: Designed and implemented the full melee system: GAS light/heavy attacks, timed combo windows, parry/dodge, enemy attack patterns, guards and hit reactions. Integrated animation-notify hit windows, weapon-specific animation sets and linked Animation Blueprint layers; tuned the combat camera. Designed a curse-magic minigame supporting combat and stealth. Led gameplay development and cross-disciplinary coordination through the internal prototype.

Carnival of Souls - shipped on Steam: Game direction and gameplay development, enemy/boss Behavior Trees, randomized spawns, modular weapons and special ammunition. Implemented on-demand level streaming and tuned LODs; investigated AI, physics and costly Tick work. The broader optimization effort recorded approximately 50 to 120 FPS on RTX 4070. Directed a three-person core team and external freelancers, managed scope/budgets and grant administration, and prepared the Steam release.

The Learning Network | Unreal Engine Developer

October 2023 - October 2024

Led development on three of four training products. Built firefighter session hosting/joining, replicated movement and animation, extinguisher interactions and shared fire state. Implemented Quest VR simulation logic and touchscreen machinery interactions; managed development and app-store releases for a mobile AR machinery application.

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INDEPENDENT PRODUCTS & UNREAL TOOLS

CycleFit | Product Owner & Mobile Developer

Active independent product; iOS beta distributed through TestFlight

Own product direction and React Native / Expo development for menstrual-cycle-aware workout planning. Authentication, onboarding, workout generation, exercise selection, session tracking/recovery and progress. Supabase backend, PostgreSQL access controls, Edge Functions, testing and mobile builds.

Gjej-Bej | Product Owner & Full-Stack Developer

Active independent community-events product

Event discovery, profiles, participation workflows, organizer tools and notifications across a shared React Native / Expo and Supabase application. Earlier API work includes transactional organizer review with ownership, participation-state and capacity checks.

BlueprintInspector & BlueprintScribe | Unreal Editor Tooling

Independent C++ / Blueprint workflow tools

Built editor tooling connecting Unreal asset structure with programmatic and AI-assisted workflows. The public BlueprintInspector plugin exposes read-only JSON for Blueprint graphs, variables, components, pins and connections, with local HTTP and editor-console access.

EARLIER ENGINEERING EXPERIENCE

Freelance | Unreal Engine Developer

2021 - October 2023

Delivered working Blueprint gameplay prototypes: player attack input, varied attack animations, animation-notify-driven hit detection, health and armor damage, and timed combo chaining.

Rubicon | Lead React Native Developer

October 2020 - October 2023

Built the original Pago mobile app and led implementation as the team grew. Payment/card interfaces, authentication and KYC flows, QR/NFC functionality and native bridges, global/local state and persisted data. Reviewed pull requests, mentored developers and worked on CI/CD, app-store releases and production support.

Additional roles and contracts: Flutter development at Iva Elektronik (October 2019 - October 2020); Ghost Creativ contract (November 2022 - April 2023); React contract with FIZ Karlsruhe (September - December 2025); Micro1 software / AI evaluation project work (May - September 2026).

EDUCATION & LANGUAGES

Electronics Engineering - Polytechnic University of Tirana.

Albanian | English | German A2, currently learning.

Particularly interested in action RPGs and Soulslikes; available for senior Unreal development, gameplay programming and game / technical design.