

# MATTHEW ANDERSON

## Gameplay Engineer | Technical Designer

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## PROFESSIONAL EXPERIENCE

### Contract Software Developer

07/2025 – Present

#### Tradespark AI Inc.

Remote, WA

- Improved build efficiency by creating a Unity Editor tool that centralizes app version selection and automates local device builds with a single button press
- Developed a Gradio-Modal testing dashboard that queried and displayed responses from web endpoints, simplifying quality assurance processes and ensuring API correctness

## SHIPPED TITLES

### Gameplay Engineer

09/2023 – 12/2024

#### Goosthetic – Fast Paced FPS

Over 30,000 downloads on Steam

- Reduced the runtime cost of the smart pistol weapon by using screen-space calculations, cutting its performance overhead by 25%
- Rapidly iterated on locomotion feel in collaboration with 5 engineers and 4 designers resulting in polished, responsive, and fluid player movement
- Developed a surface-agnostic movement system for seamless traversal across any geometry, expanding player movement options and fluidity

## ACADEMIC PROJECTS

### Gameplay Engineer and Designer

01/2025 – 04/2025

#### Feedback Demo – 2D Arcade Shooter

- Implemented movement and firing system, enabling tight player control and responsive shooting mechanics for high-intensity gameplay
- Developed a modular action system in Unity to drive 90% of all gameplay logic, improving code reusability and enabling further iterations resulting from player testing feedback
- Designed a dynamic gameplay loop centered on escalating risk, power increase, and pressure-driven exploration for moment-to-moment gameplay experiences

### Gameplay and Engine Engineer

09/2022 – 04/2023

#### Catstronaut – 2D Platformer

- Led 5 engineers in developing a custom C++ engine with a modular, component-based architecture, establishing a scalable foundation for the 16 person interdisciplinary team
- Developed a fully customizable Dear ImGui game editor, allowing 3 designers and 7 artists to interact directly with the levels of the game

## EDUCATION

### BS in Computer Science and Game Design

08/2021 – 04/2025

#### DigiPen Institute of Technology

Redmond, WA

- GPA 3.84 / 4.00
- Graduated Magna Cum Laude

## LANGUAGES

C/C++ (4 yrs) Proficient 

C# (5 yrs) Proficient 

Python (1 yr) Advanced 

## SKILLS

### Game Engines

Unreal Engine, Unity, 2D

Custom C++ Engine

### Software

Visual Studio, TortoiseSVN,

GitHub, Perforce, Excel,

ClickUp, Autodesk Maya,

Modal, Streamlit, Gradio

### Mathematics

Linear Algebra, Calculus,

Discrete Math, Data Science,

Machine Learning, Deep

Neural Networks

### Design

Iteration, Solution-oriented,

High Concept, Prototyping,

Playtesting, Mechanic

Focused

### Technical Design

Action Lists, Control Curves,

UI Behaviors, Simulated

Physics, Dynamic Feedback

## PUBLICATIONS

### Goosthetic

[Goosthetic on Steam](#)

Fast paced first person movement shooter.

### What Makes Engaging Gameplay?

[Developer Log](#)

Discussion on importance of iterative development in games.