

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.