

Matt Levonian

Gameplay Programmer

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Los Angeles, CA

(571) 425-3346

Skills

- Proficient in C++, Python, C#, professional experience in UE4.
- Strong communication and collaboration skills.
- Ability to balance design and engineering concerns, and champion for the user experience.

mattlevonian.com/portfolio

Work + Education

Survios – Gameplay Engineer

since May 2018

▶ [Battlewake](#) – September 2019  Flagship game for the studio

- Held ownership over:
 - PVP mode (Plunder)
 - Online matchmaking functionality
 - Clearing TRC issues for PlayStation
 - NPC (crew) animation system
 - UI flow, menu levels, level data management, player progression
- Currently spearheading the effort of porting it to **Oculus Quest**.

▶ [Glimmer Grove](#) – May 2019  Casual puzzle game, currently available in China – 50,000 players to date

- Served as Project Lead. Some interesting challenges my team and I tackled:
 - Iterating on prototype gameplay to find an effective arcade experience
 - Custom UE4 editor tools for designers to easily create puzzles
 - Designing a co-op infinite survival mode
 - Efficient netcode that ensures deterministic outcomes of a simulation
 - User testing at actual VR arcades to help identify usability issues

Heavy Iron Studios – Programmer

Summer 2017

▶ [Tipsy Tentacle Slots](#) – Fall 2017   A gambling app for Carnival Cruise's PlayOcean experience.

Amazon Prime Air – Software Development Engineer


Summers 2015, 2016

- Rapidly onboarded to complex and fast-moving dev environment.
- Created a simulation for CI/CD test pipeline and elements of an autonomous vehicle software stack.

University of Southern California – Student

2014 - 2018

BA Interactive Entertainment (School of Cinematic Arts), minor in Computer Science

▶ [Sky Command](#) – May 2018  15-minute, 2 player co-op VR arcade action experience

- Served as Technical and Creative Director; leading a team of over 20 students.
- Rapidly iterated on gameplay features to reach a target player experience: “frantic teamwork during epic-scale airship combat”
- Created a polished demo over 6 months; focused on a smooth first-time user experience through testing.

▶ [From Light](#) – May 2017  Puzzle platformer with innovative long-exposure mechanic

- Served as Lead Engineer, managing 3 other engineers and facilitating technical communication.
 - From Light was accepted to the PAX 10, a group of “the ten best indie games in regard to gameplay and overall fun-factor” curated by a panel of 50 industry experts.
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