

Matt Levonian
Gameplay Programmer

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Los Angeles, CA

(571) 425-3346

Skills

- Proficient in C++, UE4. Familiarity with Python, C#.
- Strong communication and collaboration skills.
- Ability to balance design and engineering concerns, and champion for the user experience.
- Professional focus in networked gameplay programming.

Work

Industrial Toys – Gameplay Engineer

since June 2020

▶ **Battlefield Mobile – 2022**  AAA mobile shooter

- Unreal, C++. Things I contributed to include:
 - Weapons and Gadgets (deployable explosives, recon drone, etc.) features
 - Designer-friendly, low-overhead projectile system
 - Providing engineering support for designers, VFX artists, and UI/UX team members
 - Improving netcode efficiency and robustness
 - Profiling and optimizing gameplay code
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Survios – Gameplay Engineer

May 2018 – May 2020

▶ **Battlewake – September 2019**  Flagship game for the studio

- Unreal, C++. Held ownership over:
 - PVP mode
 - Online matchmaking functionality
 - Clearing TRC issues for PlayStation
 - NPC animation system
 - UI flow, menu levels, level data management, player progression
 - Spearheaded the effort of porting it to Oculus Quest.
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▶ **Glimmer Grove – May 2019**  Casual puzzle game, currently available in China – 50,000+ players to date

- Unreal, C++. 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
 - Creating a co-op infinite survival mode
 - Efficient netcode that ensures deterministic outcomes on the puzzle board
 - User testing at actual VR arcades to help identify usability issues
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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


Education

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.
 - Unity, C#.
 - Rapidly iterated on gameplay features to reach a target player experience: “frantic teamwork during epic-scale airship combat”
 - Contributed a large amount of the game’s code, including many VR interactions and enemy AI behaviors.
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- **From Light – May 2017**  Puzzle platformer with innovative long-exposure mechanic
- Served as Lead Engineer, managing 3 other engineers and facilitating technical communication.
 - Unity, C#.
 - 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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