Matthew Ventures
MrVentures.net

Gameplay & AI Engineer
B.Sc. CS, Stanford University

MAIN QUESTS

id Software – *My apartment, NJ – 2022-2023 (approx. 17 months)*
Gameplay & AI Engineer in custom engine (C++) on Unannounced
- Led engineering support for several AI from concept to ship-ready

Raven Software – *My apartment, NY – 2020-2022*
Gameplay Engineer (Assoc.) in custom engine (C++)(Script)(Lua) on Call of Duty: Warzone
- Designed and implemented new game modes from the idea stage to shipped features
- Assisted in coordinating a cross-studio team to collaborate on engine documentation

Epic Games – *My parent's house, NY – 2020*
Gameplay Engineer (intern) in Unreal Engine on Fortnite Creative
- Improved user-facing, multiplayer, level-design tools for player creators

Sony Santa Monica – *Playa Vista, CA – 2019*
Gameplay Engineer (contractor) in custom engine (C++) on God of War Ragnarök
- Collaborated with animators to create tools for animation runtime debugging
- Supported designers by creating AI function nodes for visual-scripting behavior trees

Hangar 13 (2K Games) – *Novato, CA – 2018*
Gameplay Engineer (intern) in custom engine (C++) (Lua) on Unannounced (Cancelled)
- Responsible for implementing two player-combat abilities for an unannounced title
- Collaborated with scripters, designers, and animators to construct the feature roadmaps, task implementations in Jira, and expose tuning functionality to the scripting layer

Facebook – *Menlo Park, CA – 2017*
Software Engineer (intern) in Unity VR (C#) on Facebook Spaces (Cancelled)
- Facilitated rapid iteration of new user-facing interactables for Facebook Spaces
- Implemented networking support for persistent data

Iron Tiger (NCsoft) – *Menlo Park, CA – 2017*
Tools Engineer (contractor) in Unity Mobile (C#) on Unannounced (Cancelled)
- Provided the design team with a sandbox wherein they could easily test synergies between different player loadouts; iterated with team until the agreed-upon result was achieved

Zynga – *San Francisco, CA – Summer 2016*
Gameplay Engineer (intern) in Java & Unity Mobile / VR (C#) on Unannounced (Cancelled)
- Rapid development/prototyping of new game ideas
- Worked with designers to automate scenario testing of several game systems

International Pharmaceutical Federation (FIP) – *Ontario, Canada – 2013-2021*
Engineer in Java & Unity Mobile (C#) on FIP Glyph (fip-glyph.weebly.com)
- Designed and implemented app to translate, orate, and visually depict medication instructions
- Google Fair finalist, Intel ISEF & STS finalist, NY Science Fair finalist, US Surgeon General's Award

SIDE QUESTS

Stanford University – *Stanford, CA – 2017-2019*
Course Instructor
- Led development and instruction of Stanford's games course: stanfordgamedev.weebly.com
- Mentored students creating games and starting careers in the game development industry
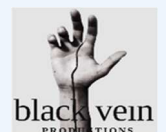
Black Vein Productions (Part-time) – *2016-Present*
Engineering / Design in Unity (C#)
- Developed award-winning indie games which have been played by millions of players worldwide
- Cooperation with volunteers enabled my team to crowdsource localization for 20 languages
- Checkout our interview with IGN: tinyurl.com/ign-dad

SKILL POINTS

C++ / C / C# / Math / Scripting (Python, Lua, etc.)
Two Black Belts (Taekwondo & Jiu-jitsu)
2000+ games in Halo 3 (Rank: Commander)
2400+ hours in Runescape (tinyurl.com/ritjames)

ACHIEVEMENTS

Eagle Scout
Time Magazine's 2006 Person of the Year
Google Play game design awards finalist, 2018