

# Matthew Bofenkamp Game Developer

Los Angeles, CA | 253-293-7442 | [matthewbofenkamp.com](http://matthewbofenkamp.com) | [matthewbofenkamp@gmail.com](mailto:matthewbofenkamp@gmail.com) | [github.com/bofenkamp](https://github.com/bofenkamp)

## Summary

Skilled game developer and designer with 7 years experience making games, passionate about DEI, community engagement and colleague morale.

## Skills

### Languages

C# | C++ | Python | Java  
JavaScript | C | ShaderLab  
Swift | json  
Norwegian (Bokmål dialect)

### Applications

Unity | Visual Studio | Xcode  
JIRA | Jenkins | Rider  
ARKit | AR Foundation | Git  
Unreal Engine | Photoshop  
Perforce | LensStudio

## Recognition and Awards

**IGF 2020** – Shortlist for best Alt.Ctrl Game; *The Unfathomed Voyager*

**GDC 2020** – Alt.Ctrl.GDC Selection; *The Unfathomed Voyager*

**Serious Play 2019** – Best Student Game; *BROKE: The Game*

**Global Game Jam- Technical Achievement** (2016)

Ambition (2016)

Diversity (2017)

Best use of Theme (2018)

## Experience

*March 2021-October 2022*

**Software Engineer (Unity)** • Trigger Global XR • Los Angeles, CA

- Wrote code for mobile (Android/iOS) AR projects and games for Verizon, The Black Eyed Peas, Disney, and Snapchat
- Took on a flexible role, working with many teams on implementing new features in various games and apps and solving legacy bugs
- Worked extensively on AR Pro, a large-scale app, which was nominated for two Shorty Awards (Best in AR & sport)

*May 2020-August 2020*

**Unity 3D Developer** • Gravity Jack • Spokane WA

- Engineered UI and machine learning datasets for multiple AR projects, including a shipped mobile game
- Researched the architecture of the projects' large code bases and integrated my work into those structures

*January 2020-May 2020*

**Unity Game Developer** • Alchemie Solutions • Troy, MI

- Wrote code for multiple new, unannounced projects and for ModelAR, a shipped mobile AR game.
- Rapidly prototyped new ideas for educational games in Unity for Oculus, iOS, Android, PC, and Mac
- Collaborated with subject matter experts to find the best ways to create engaging, helpful content for educational games

## Passion Project

*October 2019 - Present*

**Lunarwood Studios** • Lead Developer, Exec. Producer, Designer and Writer

- Co-founded an indie game studio with fifteen employees, working on a turn-based RPG for PC and Mac
- Led the development team by running meetings and helping others integrate their work into the project
- Developed the framework for flexible turn-based battles, a nonlinear narrative system, an inventory system, and other features, as well as documentation for each designed to help non-programmers implement content

## Education

**Carnegie Mellon University**

Master of Entertainment Technology

Pittsburgh, PA

May 2020

Bachelor of Arts • Major: Biological Sciences

*Double Minor: Game Design and Creative Writing*

May 2018