

Matthew Bofenkamp Game Developer

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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 | Swift
Java | JavaScript | C |
ShaderLab | Norwegian
(Bokmål dialect)

Applications

Unity | Unreal Engine | Visual
Studio | Xcode | JIRA | Jenkins
Rider | ARKit | AR Foundation
Git | 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)

NotGDC 2023 – Speaker
Awards Judge – Student
Game Awards 2024

Experience

September 2023 - Present

Lead Game Engineer • Installation Wizard Studios • Los Angeles, CA

- Led a small team of engineers on the development of a visual novel
- Created a very flexible narrative system usable by non-coders
- Implemented a pull request system that prevented technical disasters

May 2023 - September 2023

Gameplay Engineer • Jadu AR • Los Angeles, CA

- Used Unity and C# to create and edit gameplay features for a mobile AR fighting game for iOS and Android
- Created a boundary system and improved AI for NPC enemies

February 2023 - May 2023

Augmented Reality Engineer • DAS Labs • Los Angeles, CA

- Wrote code for multiple games/apps using Unity, C#, and Swift
- Recognized by management for exceptional adaptability and knowledge in game design

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, often in UI engineering

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 story-heavy turn-based RPG for PC and Mac using C# and Unity
- 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, character/enemy AI, UI, and other features, as well as documentation and tools designed to help non-programmers implement content

Education

Carnegie Mellon University

Master of Entertainment Technology

Bachelor of Arts • Major: Biological Sciences

Double Minor: Game Design and Creative Writing

Pittsburgh, PA

May 2020

May 2018