

Matthew Bofenkamp: Game Developer

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

Master of Entertainment Technology

May 2020

Bachelor of Arts, Biological Sciences, Double Minor in Game Design and Creative Writing

May 2018

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, GitHub, Google Suite, Unreal Engine, Twine, Photoshop, Quest, Microsoft Office, Sublime Text, Perforce, Processing, LensStudio

EXPERIENCE

Trigger Global XR

Los Angeles, CA

Software Engineer (Unity)

March 2021-October 2022

- Wrote code for mobile (Android/iOS) AR projects for Verizon, The Black Eyed Peas, Disney, and Snapchat
- Took on a flexible role, working with many teams on implementing new features and solving legacy bugs
- Worked on AR Pro, a large scale app, which was nominated for two Shorty Awards (Best in AR & sport)
- Ran a bi-weekly song contest that 1/5 of all employees participated in, & was beloved by those who joined

Gravity Jack

Spokane, WA

Unity 3D Developer

May 2020 – August 2020

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

Alchemie Solutions

Troy, MI

Unity Developer

January 2020 - May 2020

- 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

ACADEMIC PROJECTS

The Unfathomed Voyager, Entertainment Technology Center, Programmer/Game Designer

Fall 2018

- Designed and programmed an alternative control game in Unity as part of an interdisciplinary team
- Selected for showcase in ETC festival, HCI International 2019, and **Alt.Ctrl.GDC 2020**
- **IGF shortlist award for best Alt Control Game**, 2020

BROKE: The Game, Entertainment Technology Center, Programmer/Game Designer

Spring 2019

- Developed a mobile game about the struggle of poverty in the USA in Unity
- Won the award for best student game at Serious Play 2019 and was showcased in CHI PLAY 2019

Breakers, Entertainment Technology Center, Game Designer/Programmer

Fall 2019

- Worked with US Department of Homeland Security to make a digital escape room for the Presidents Cup Cybersecurity Competition
- Designed and prototyped many sections of the escape room and puzzles as part of an interdisciplinary team
- Developed a networked leaderboard using Unity to be displayed to a live television audience

PERSONAL PROJECTS

Global Game Jam, Developer, game designer, music composer

Every January from 2016 to 2022

- Worked with interdisciplinary teams to design and develop games from scratch in 48 hours
- Learned to use Unity in two days prior to the 2016 Jam to function as the team's sole programmer
- Won four awards in jams for technical achievement, ambition, diversity, and best use of the theme

Lunarwood Studios: Lead Developer, Executive Producer, Designer, and Writer

October 2019 - Present

- 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
- Showcased the demo to the public in 2021 and received very positive reviews from the public

Viral Youtube Appearances

January 2021 - Present

- Appeared in over 30 videos on the channels Cut and Jubilee, each with hundreds of thousands of views
- Most notably starred in "Can This Teacher Guess What Language People Are Speaking? | Lineup | Cut"
- Accumulated a small fan base who appreciate me for being smart, kind, funny, and wholesome