

Lucas Mateyko

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Skills:

- C#, C++, Lua
 - Visual Studio, Unity
 - GIT, SVN
 - Gameplay Programming
 - Boss and Enemy AI Programming/Design
 - Multiplayer and Networking development experience
 - Developed features for a variety of consoles
 - Extensive Nintendo Switch debugging experience
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Job Experience:

WayForward - <https://wayforward.com/>

Programmer

Fall 2018 – Current

At WayForward I am working with C# and Unity to create a wide variety of cross-platform games released on PC, Playstation, Xbox, Nintendo Switch, and Apple Arcade. I am developing gameplay systems for players, enemies, combat, mini-games, and multiplayer as well as developing internal tools to assist VFX, SFX, and Design implementations.

Current Project

- Rollback Multiplayer Brawler
- Implementing gameplay design such as player abilities, attacks, and enemies
- Debugging and maintaining rollback implementation for core systems and gameplay

RETROREALMS – Released October 2024 on Consoles and PC

- Side Scrolling Action platformer using known Horror movie IPs
- Implemented various bosses and enemies as well as player abilities and weapons for a variety of characters
- Implemented leaderboard functionality and API implementation for consoles and PC

River City Girls 2 – Released December 2022 on Consoles and PC

- Rollback Multiplayer brawler that supports up to four players online
- Quest Implementation and mechanics, player mechanics and controls, mini-game implementation
- Worked with our networking rollback system while implementing gameplay features

Marble Knights – Released September 2020 on Apple Arcade

- Multiplayer Arcade adventure game similar to gauntlet with abilities determined by the Marble they are riding
- Player Controls and mechanics, enemy AI, environmental mechanics, mini-games
- Networking Backend as well as the connectivity layer between Unity and Apple Arcade

Telltale Games - <https://telltale.com/>

Game UI Programmer

Spring 2017 – Fall 2018

- Worked with Telltale's in house engine to develop: Walking Dead Season 3, Guardians of the Galaxy, Minecraft Season 2, Batman Season 2, Walking Dead Season 4, and the Stranger Things game
- Worked with the UI Artists using Lua to help develop and debug the menus
- Worked with the UI Artists, writers, designers, and online engineers to create the end of episode statistics pages and the end of season statistics for each game
- Developed a mini-game and character stats systems in unreleased projects using Unity and C#

iTRACS - <https://www.itracs.com/>

Software Engineer

Spring 2013 – Spring 2017

- iTRACS is a large and complex piece of datacenter infrastructure management software
 - Used C++ to maintain and improve the back-end server client architecture
 - Used VB Script to maintain and improve the GUI of the product
 - Helped migrate the product from a single file SQL database to an Enterprise Level Database
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Education:

University of Advancing Technology

Fall 2007 – Summer 2012

- Degree: Master of Science: Advancing Computer Science: Artificial Life
- Degree: Bachelor of Science in Software Engineering – Major: Game Programming