

Lucas Mateyko

lmateyko@gmail.com (207)-751-4945 [LinkedIn](#) Portfolio: lmateykogamedev.com

Skills:

- C#, C++, Lua
 - Visual Studio, Unity
 - GIT, SVN
 - Gameplay Programming
 - Enemy and Boss AI Programming
 - Multiplayer 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

- Worked on a variety of titles using C# and Unity
- Have experience releasing on PC, Playstation Systems, Xbox Systems, Nintendo Switch, and Apple Arcade
- Helping contribute to the design and game feel for each of my features on small teams
- **RETROREALMS**: Worked with Director to develop and tune Boss AI and implementation. Implemented various player abilities, weapons, and enemies.
- **Contra Operation Galuga**: Side Scrolling Shooter/Platformer Implementation of weapon and enemy functionality
- **River City Girls 2**: Cross Platform online brawler using rollback code network code. Accounted for the rollback system when developing player abilities, enemies, mini-games, and quests.
- **Marble Knights**: Multiplayer Arcade adventure game similar to gauntlet. Worked on the 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 on 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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Personal Projects:

Table Top DM

- Developed content for friends in a DM position for a variety of campaigns and systems including Dungeons and Dragons as well as Pathfinder.
 - Designed multiple one-shot campaigns inspired by converting outside game mechanics into a turn based system.
 - Currently running a homebrew Pathfinder 2e campaign inspired by MechWarrior and Final Fantasy 14.
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Education:

University of Advancing Technology

Fall 2007 – Summer 2012

- Degree: Master of Science: Advancing Computer Science: Artificial Life
- GPA: 3.78
- Degree: Bachelor of Science in Software Engineering – Major: Game Programming
- GPA: 3.72