

Matthew SANDFREY

Gameplay Programmer

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Tokyo, Japan
Born on 6 September 1995 in California, USA



A game creator and programmer of several years, with knowledge in both Unity and Unreal engines. I have recently come to Japan to join the game industry that helped build my childhood, to utilize my passions and experience to help create the next generation of games.

SKILLS

Languages C# (5 years), C++ (1 year), Javascript (1 year), Python (6 months)
Engines Unity (5 years), Unreal 4 (1 year)
Other Software Github (6 years), Photon Fusion (8 months), Source Tree, Visual Studio Code
Other Tools Jira, Confluence, Trello, Slack

PROFESSIONAL EXPERIENCE

Left Turn Studios Los Angeles, CA	Gameplay Engineer JANUARY 2022-DECEMBER 2023 <ul style="list-style-type: none">Programmed dynamic levels in Unity, including seamless cutscene timing, smooth level transitions, and robust failure/restart mechanics to enhance gameplay flow.Led the transition from local to online multiplayer, integrating network functionality and enabling team collaboration on networked gameplay systems.Developed and optimized player controller mechanics, incorporating responsive movement, attack systems, and weapon swapping for a seamless player experience.Created immersive VR prototypes using Quest 2 and Unreal 4, exploring innovative gameplay concepts and enhancing player interaction.Rebuilt a top-down engine project, enhancing it with custom features and functionality to better align with our unique game vision. <div>Unity Photon Fusion C#</div>
Change Lab Los Angeles, CA	Lead Game Developer JUNE 2019 - DECEMBER 2021 <ul style="list-style-type: none">Discussed future project plans with the boss and helped strategize next steps.Planned and organized the timeline for the current project, ensuring milestones were met.Led daily team meetings to track progress, discuss challenges, and align on goals.Successfully transitioned the team to a virtual workflow during COVID, ensuring smooth operations.Managed multiple projects simultaneously, ensuring deadlines and quality standards were met. <div>Unity React C# Javascript</div>
Change Lab Los Angeles	Game Intern NOVEMBER 2018 - MAY 2019 <ul style="list-style-type: none">Developed paper prototypes and contributed to early-stage game design concepts.Collaborated closely with the art team to identify and specify assets required for game development.Programmed various levels in Unity, including setup of timing for cutscenes and level transitions.Implemented functionality for handling game failures and restart mechanics, improving user experience and flow. <div>Unity</div>

PROJECTS

MULTIPLE GAME JAMS Itch Page Participated in multiple game jams, primarily using Unity, to sharpen my skills as a Gameplay Programmer. In addition to programming, I also took on additional roles such as artist, contributing to all aspects of project development. <div>Unity rot.js Ren'py Love2D pico-8</div>	2019 - 2022
ALIEN AGE Steam Page Collaborated with a team of 10 to fully develop and publish a game on Steam within 3 months, gaining comprehensive experience in the game development lifecycle. As a Gameplay Programmer, I designed and implemented civilization/age management systems, resource collection mechanics, and accessibility controls, working closely with designers and artists to ensure a balanced and engaging player experience. <div>Unity C#</div>	2021

UDEMY CLASS PROJECTS

2021



Completed the 'Unreal Engine C++ Developer' online course, where I worked on multiple smaller projects to learn C++ in Unreal Engine. The course covered key concepts such as basic syntax, animations, player controllers, interfaces, and actors, all implemented entirely in C++.

Unreal 4 C++

PROJECT KD

2020-2021



Collaborated with a group of friends to create a game using Unreal 4. As the Gameplay Programmer, I focused on player attacks and abilities, as well as enemy AI and abilities. Using Blueprints, I implemented AI Behavior Trees, animations, player controllers, interfaces, and interactions between actors to enhance gameplay.

Unreal 4 Unreal 4 Blueprints



EDUCATION

- 2017 Bacehlor of Science in Computer Science : Game Design from University of California Santa Cruz
- 2020 Graduate from Indie Game Academy program
- 2024 Currently at ISI Language School (Expected graduation 2025)



LANGUAGES

English ●●●●●
Japanese ●●●●○



STRENGTHS

- > Passionate
- > Motivated
- > Team Player