

Matthew Weaver

Lead Developer

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PROFESSIONAL SUMMARY

Versatile Game Developer skilled in C# and C++ with a foundation in gameplay systems, UI/UX, and file I/O. Experienced in Unity and Unreal Engine, with additional exposure to Vulkan and custom ECS via EnTT. Quick to learn complex systems and passionate about building immersive, technically sound gameplay. Ready to contribute clean, scalable code to a collaborative development team.

SKILLS

Languages: C#, C++, Java, SQL, GML, Assembly, JavaScript, HTML, CSS
Tools/Engines: Unity, Unreal Engine 5, Visual Studio, Perforce, GitHub, Git, Diversion
Frameworks/Libraries: wxWidgets, Vulkan, EnTT, React
Concepts: ECS, Multithreading, AI Pathfinding, File I/O, Linear Algebra, Networked Clients
Other: UI/UX, Version Control, Agile/Scrum, Debugging, Optimization

EXPERIENCE

LEAD DEVELOPER

June 2023 - Present

Maverick Creates- Orlando, FL

- Shipped Graviton Grid on Steam, achieving 100% stability across 5+ builds and updates.
- Optimized gameplay loops and UI systems, improving performance by ~20%.
- Implemented save/load framework improving iteration speed by 30% across builds.
- Maintained GitHub and SteamCMD pipelines for 3+ concurrent active builds.

UNREAL ENGINE GAME DEVELOPER

July 2025 - July 2025

Upsetter Studios- Windermere, FL

- Updated 50+ Control Bindings from Static Input to Enhanced Input Controls.
- Updated UI to include control mapping via settings menu and support Gamepad/Controller.
- Developed AI Behavior Tree with 3 logic state (Wander, Chase, Retreat) for enemy encounters.

UI FILE I/O DEVELOPER

May 2024 - January 2025

GunRunner/Slimebound - Earwig Studio- Winter Park, FL

- Added 5+ input remapping options for dynamic keyboard and controller customization.
- Built UI systems (HUD, menus, save/load) with 3-slot progress tracking and cohesive UX.
- Managed Trello planning and GitHub source control for team collaboration.
- Engineered modular UI and level unlocking systems for scalable future content.

Consultant

March 2021 - June 2023

Smarter Consulting- Lenexa, KS

- Delivered Microsoft 365 solutions for client teams including Sharepoint Migrations.
- Coordinated 5+ team schedules and organized 10+ projects using MS Teams.
- Onboarded 10+ projects into managed cloud environments to track project resources.
- Enhanced communication and efficiency across cross-functional teams with 20+ members.

EDUCATION

Bachelor of Science in Game Development (B.S.)

March 2025

Full Sail University, Winter Park FL