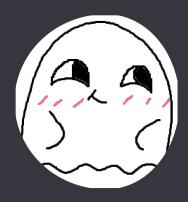
20/10/2025 21:14 Ghosti | Resume

Introduction

Work

Eductation



Ghosti Matas

Google Certified UX Designer || Programmer || Unity Certified Game Developer || Sick Gamer >:D

8 years of Programming, 2 years of UX Design, 2 years of Game Development. Life long problem solver. I'm a skilled leader, quick learner, and motivated team player. I speak English and French and know many programming languages including C#, Java, C++, RUST, and more. Currently on my Junior Year as a student at California State University Northridge. I'm also pretty good at video games. The highlights of my life to date have always been part of a team. It's these moments I perform my best work, because I'm deeply motivated to make a team succeed. I love helping others, and doing my part for everyone to reach their goals. My ambitions are to gain a master's in computer science, develop culture/language learning applications, and to one day have the resources to develop my dream video game.

Work Experience

UX Designer

Friends of Chimps

October 2024 - Present Worked as a Team Manager and currently UX designer/web engineer for Friends of Chimps and their website. I adopted these roles when it was clear these critical needs were missing. As Team manager I created guidelines for programmers, UX designers, graphic designers, and team coordinators to follow in order to keep tasks running smoothly. I also performed user research, and designed pages for the new website along side my teammates. I then orchestrated tests, layed out operation and approval pipelines, reviewed work of the different teams, and managed deligation for data security (I did not consult nor work on data security).

Skills applied

- User Experience (UX)
- Project Management
- Team Leadership
- Web Content Accessibility Guidelines (WCAG)
- Usability Testing

20/10/2025 21:14 Ghosti | Resume

Introduction Work Eductation

Freelance

August 2022 - May 2023

As a Google Certified UX Designer, I'm trained in each stage of the Design process for applications and responsive websites. I rigorously scrutinize data for bias, identify target audiences and center focus with personas, quickly develop interactive wireframes, and product high fidelity mock-ups.

Unity Developer

Freelance

Jan 2021 - August 2022

Skills applied

- Wireframing
- User Experience (UX)
- Figma (Software)
- Adobe XD
- UX Research
- Web Content Accessibility Guidelines (WCAG)
- Usability Testing
- Prototyping

Following the completion of course work and becoming a Unity Certified Programmer I have spent all my time developing my skill set. I have developed modular tools, Game Managers, scene independent data containers, event relays and channels, shaders, raycasts, input systems, animation curves, and plenty more. I have a Deep knowledge of Unity's packages, tools, pipelines, and C#, the programming language of choice. I'm Able to operate on the Agile workflow and have familiarity with sprints both in the Scrum method and Kanban.

Skills applied

- Game Design
- Unity
- C#
- Game Development

Education

20/10/2025 21:14 Ghosti | Resume

Introduction Work Eductation

Computer Science BA | Computer Science

Grade: 3.5

Activities and societies: Study group leader. UX designer for web development project of the "Friends of Chimps" environmental protection organization. A rekindling of my education after gaining the financial and mental stability necessary to pursue my goals. My purpose now is to get my BA in Computer Science, grow my network, and work towards a career I can put my heart and soul into.

Glendale Community College Dec 2016 - Aug 2019

Associate of Science AS | Computer Science

Grade: 3.3

Activities and societies: French Club member, Part time lab assistant, After school study group leader.

Let's Keep in Touch!

Ghostiroti@gmail.com LinkedIn

Copyright 2025 by Ghosti Matas