

Recognition

GDWC 2022 December
Top 10 Game (#1)
"The Defense of Trewel Towers"

Quinnipiac GDD Showcase
Best Overall Game
"The Defense of Trewel Towers"

Quinnipiac GDD Showcase
Most Innovative Game
"Get Down!"





Skills

- Unity3D
- C#
- VR/AR
- Git
- Miro
- HTML/CSS
- JavaScript
- Typescript
- React
- Figma

Strengths

- Creativity
- Problem-solving
- Reinforcement Learning
- Project Management
- Systems Design
- UI/UX Design
- Programming

Other

 Sanbornton, NH 03269
 matt.camerato@gmail.com
 (603) 530-2905
 MattCamerato.com

Matt Camerato

Versatile UI/UX Designer and Game Developer with a passion for creating innovative experiences that enhance user engagement. Highly organized and dependable hard-worker constantly striving for the best solutions. Committed to learning and growing both independently and as a team while pushing creative boundaries in both gaming and user experience design.

Experience

Freelance Game Developer

Teachley

09/2024 - 12/2024

Remote

- Learned codebases and API functionality across multiple game projects
- Implemented cross-platform Unity3D game features while sticking to references
- Communicated regularly and effectively to facilitate smooth development cycle
- Executed comprehensive debugging to ensure optimal performance and stability

Freelance UI Designer

Teachley

11/2023 - 03/2024

Remote

- Led end-to-end UI/UX design process including wireframing, prototyping, and testing
- Developed interactive Unity3D prototype to validate tutorial sequence design
- Conducted competitive analysis to identify user experience optimizations
- Designed cohesive visual style based on feedback and user research insights

Lead Game Designer & Programmer

Little Loaf Studios

01/2022 - 09/2023

Hamden, CT

- Facilitated agile development workflow using Miro for task management and sprint planning
- Implemented modular game systems while consistently meeting project milestones
- Designed and implemented core game mechanics to enhance player engagement
- Participated in weekly scrum meetings to ensure clear communication and project alignment

Lead Game Designer & Programmer

MassDigi

05/2022 - 08/2022

Worcester, MA

- Engineered robust game systems and development tools to streamline production workflow
- Directed data-driven game balancing to optimize player engagement and user interaction
- Collaborated with cross-functional leads to ensure cohesive integration of design elements
- Utilized agile methodologies and Miro to facilitate efficient design documentation

Education

Bachelor of Arts in Game Design & Development

Quinnipiac University

2019 - 2023

Hamden, CT

Summa Cum Laude GPA: 3.99