# Matthew Rian Hoekstra Abel
## Gameplay Engineer

**An enthusiastic gameplay programmer with proficiency in Unity, engine development, systems programming, and code architecture. Continuous commitment to learning professional development through building game experiences that challenge player imagination and expand creative boundaries.**

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## Contact

📍 Dickinson, Texas

📞 (817) 471-8777

in [MatthewAbel149](#)

🌐 [matthewabel149.github.io/Portfolio](#)

🪪 References available

## Key Skills

★ C#
★ C++
★ Unity
★ .NET
★ SQL
★ Git
★ Debugging

## Education

**Full Sail University**
Bachelor of Science
Game Development
December 2021

## PROFESSIONAL EXPERIENCE

**Code Sensei, Code Ninjas (2024)** October 8, 2024 - Current

I am currently employed as a part-time, after-school tutor for youths interested in learning how to develop games. I am responsible for their growth as programmers using MakeCode and C# scripting in Unity. I also teach camps: long classes intended to advance their knowledge of LUA scripting and Roblox, Minecraft, or Fortnite game development.

★ Unity Game Development ★ Mentoring ★ Scripting ★ Code Architecture

**Junior Software Engineer, Keyfive (2023)** November 13, 2023 - December 28, 2023

I was a backend software engineer at a small startup responsible for implementing new functionality for clients in proprietary software within a 1-week SPRINT cycle by utilizing tools such as LINQ in order to debug in a live SQL environment. My main contribution was establishing a new notification system rules engine when vital power systems performed various activities such as turn off or on, reached critical power, or were charged above critical thresholds. The challenging, fast-paced environment tested my complex problem-solving skills.

★ C# ★ SQL ★ SPRINT ★ LINQ

**Assistant Software Engineer, Samsung (2022)** May 16, 2022 - Dec 9, 2022

As a part of the Samsung Vulkan driver team at Samsung Austin Semiconductor (SAS), I contributed by refactoring code from multiple proprietary codebases and advanced my skills in debugging and Git as I had to collaborate with a large team in JIRA and Slack. I developed debugging tool systems that were utilized by multiple teams in the development of the Xclipse Mobile GPU.

★ Debugging ★ C++ ★ Vulkan ★ GIT ★ Jira

## PROJECTS

**Heroic Hound** Unity, 2021

This game took four months of AGILE cycles to accomplish. Over the course of its creation I learned a great deal about AI development and data structure integration. My additions included the creation of allocation pools to streamline enemy creation and destruction, level design principles, code architecture, combat system implementation, and character controllers. I was particularly proud of my combat system and its integration with character animations.

★ C# ★ Unity ★ SCRUM ★ AGILE ★ AI Development ★ Level Design