



MATTHEW KIN

Computer Science: Computer Game Design



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<https://matthewkin.github.io/Portfolio/>



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EDUCATION

Leigh High School

2019 - 2023

- General Education
- PLTW
- Video Game Club Vice President

University of Santa Cruz

2023 - 2026

- Bachelor's Degree Computer Science: Game Design

Foothill College

2020 - 2020

- Summer Program - Video Game Design Course

West Valley College

2021 - 2021

- Summer Program - Video Game Design Course

SKILLS

- Unity
- Game Design
- UI/UX Design
- Mobile Game Design
- Coding
 - C#/C++
 - Java/JavaScript
 - Swift
 - Python

ABOUT ME

I'm a Computer Science Game Design student at UCSC. I have a passion for creating engaging and immersive gaming experiences. My skills include programming, game mechanics design, and user experience optimization. I'm always looking to collaborate on exciting projects and expand my portfolio.

WORK EXPERIENCE

File Clerk

PremierOne Credit Union - Full-time On-site

Soccer Referee Youth Soccer

Pal Soccer - Part-time

UCSC Dining Services

UCSC - Part-time

PROJECTS

Uni Jam 2025 - Luminara (4th Place Overall)

Fun & Engagement #3 | Theme #5
Overall #4 | Presentation #5

Luminara is a puzzle-platformer where you guide light through the night sky by placing stars to form constellations. These celestial patterns become traversable paths allowing you to overcome obstacles and solve environmental puzzles. Solo designed and developed in under 7 days.

<https://rustvz.itch.io/luminara>

Pixel Game Jam 2025 - DeadWired

DEADWIRED is a pixel-art action-puzzler made for Pixel Game Jam 2025. You play as L1CH, a reconstructed mind in a mechanical skeleton, guided by the AI ARIS through a decaying, cyber-future. ReFracture Cards can be used to manipulate your surroundings, bypass obstacles, and uncover fragments of your forgotten identity. Solo designed and developed in under 10 Days.

<https://rustvz.itch.io/deadwired>

PORTFOLIO

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