MEGGIE CHENG

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WORK EXPERIENCE

Amazon Game Studios, Gameplay Engineer (Software Development Engineer I, II)   **Aug 2022 - Current**

New World Aeternum – Open world MMO on PC, Xbox, PS5

- ❖ Shipped original PC and Aeternum console release, **3 expansions and 8 seasons.**
- ❖ **Designed and implemented 3 large-scale headline gameplay features** including architecture, backend integration, console support, optimization and performance testing.
  - o **Influence Races:** Open world PVP gamemode with up to 600 players fighting over control of 3 towers.
  - o **Gear Set Storage:** Loadout system enabling players to save and swap equipment sets seamlessly.
  - o **MTX Store Revamp:** Updated in-game microtransaction store with a new UI flow and backend hooks, streamlining content delivery and increasing store engagement metrics.
- ❖ **Owned 17+ Progression/MTX systems**: Items, Gear, Artifacts, Paperdoll, Inventory, Global Storage, Crafting, Gathering, Trade Skills, Currency, Loot, Game Event Rewards, PVP Reward Track, Seasons Pass & Reward Track, MTX Store Backend & Entitlements API integration, Influence Races, Gear Set Storage
- ❖ **Technical engineering across 7+ gameplay and backend teams:** Implemented synchronized currency for Catacombs game mode, wrote animation limiter on furniture to improve performance, strengthened game mode matchmaking system code to prevent race conditions from async service calls, and more!

Amazon Game Studios, Gameplay Engineer (Software Development Engineer I) Intern   **May 2021 - Aug 2021**

New World – Open world MMO on PC

- ❖ Owned new War Declaration and Influence feature (Social system). Fully implemented in one summer.

GAME JAMS

Cosmic Fruit Loops, Godot   **GMTK Game Jam 2025 (4 days)**

- ❖ A 2d puzzle game. Did art, UI design/programming, project management. Created with 3 teammates.
- ❖ Top 2.3% rated and top 11.7% most popular game in the entire jam out of 9,580 entries.

That Time I Got Reincarnated as a Gun and Had to Buy People to Protect My House, Godot
    Pirate Software – Game Jam 16 (2 weeks)

- ❖ A 3d tower defense game. Did art, game design, UI, project management. Created with 3 teammates.
- ❖ Top 16.5% most popular game in the entire jam out of 1,740 entries.

bleep bloop, Godot   **PROCJAM (Procedural Generation Jam) 2025 (10 days)**

- ❖ A Game of Life sim and procedural gen audio tool. Did programming, UI design. Created with 2 teammates.

Look Sharp, Major!, Godot   **GMTK Game Jam 2024 (4 days)**

- ❖ A 2d Survivors-like. Did art, game design, programming, project management. Created with 2 teammates.

Dew, Godot   **Pixel Game Jam 2024 (9 days)**

- ❖ A 2d puzzle platformer. Did art, game design, level design, project management. Created with 2 teammates.

PERSONAL PROJECTS

Monte Carlo Path Tracer, C++, OpenGL   **2020**

- ❖ Implemented a working ray tracer and path tracer following **pbr-book.org** that can render 3D scenes.

Mini Minecraft, C++, OpenGL   **2019**

- ❖ Created a Minecraft-style open sandbox game with 2 teammates.
- ❖ Coded player physics and procedural generation (L-Systems, rivers, trees, caves).

EDUCATION

University of Pennsylvania   **Aug 2018 - May 2022**

- ❖ **BSE in Computer Science & Computer Graphics (Digital Media Design),** GPA: 3.94

SKILLS

- ❖ Languages: **C++, Lua, Python, Java,** C#, GDScript, GLSL, HTML, CSS, Javascript
- ❖ Game Engines: **Lumberyard/O3DE, Godot, Unity, Unreal**
- ❖ Skills: Perforce, Visual Studio, ImGui, CI/CD automation, distributed and event-driven systems, persistence, replication, server/client architecture, REST APIs, JSON/XML, Amazon Q Developer CLI (generative AI assistant)