MEGGIE CHENG

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WORK EXPERIENCE

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

New World Aeternum – Open world Massive Multiplayer Online game 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 game-mode with up to 600 players fighting over control of 3 towers. Was able to keep hub CPU utilization below 85% even during peak usage.
  - o Gear Set Storage: Loadout system enabling players to save and swap equipment sets seamlessly. Brought in >$400k revenue in the first 2 months of delivery. Was a well-polished and highly coveted feature by players, over 90% of MTX (microtransaction) paying customers paid for that feature.
  - 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 by 50%.
- ❖ Owned 17+ gameplay systems (ex: items, loot, game events, store, etc.). Expert for knowledge and bug fixing.
- ❖ 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, C++ **May 2021 - Aug 2021**

New World – Open world Massive Multiplayer Online game on PC
- ❖ Owned new War Declaration and Influence feature (Social system). Fully implemented in one summer.

Amazon, Software Development Engineer I Intern, Ruby on Rails, JavaScript   **May 2021 - Aug 2021**

- ❖ Coded an advanced search API and request and error log viewing system web UI for Amazon Devices Kindle Tools team internal codesigning tool, reducing on call troubleshooting tickets by 30%
- ❖ Utilized Ruby on Rails, HTML, CSS, JS, various JS libraries/plugins, and SQL

PROJECTS

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 2025 (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.

Pokédew Mystery Dungeon, Unity, C#   **2022**
- ❖ Designed and coded a 2D top-down rogue-like dungeon game with procedurally generated maps.

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

SKILLS

- ❖ Languages: C++, Lua, Python, Java, C#, GDScript, GLSL, HTML, CSS, Javascript, Ruby on Rails, SQL
- ❖ Game Engines: Lumberyard/O3DE, Godot, Unity, Unreal
- ❖ Skills: Perforce, Visual Studio, Amazon Q / Claude CLI (generative AI assistant), ImGui, CI/CD automation (Jenkins), distributed and event-driven systems, persistence, replication, server/client architecture, REST APIs, JSON/XML, scale testing, bot scripts and automated testing, OpenSearch Dashboards telemetry