



Amzy Amalia Zarcu

Game Programmer

amalia.zarcu@gmail.com

Portfolio
<https://amzy55.github.io/>

www.linkedin.com/in/amzy-amalia-zarcu

About Me

I like making gameplay-oriented tools that enable designers and artists to create on their own.

Software

- Microsoft Visual Studio
- Unreal Engine
- Perforce
- GitHub
- Jira
- Confluence

Programming Skills

- C++
- Gameplay Programming
- Unreal Engine
- Custom Engines
- Modular Systems & Tools
- UI

Soft Skills

- Effective communication
- Problem-solving
- Critical thinking
- Teamwork & Collaboration
- Attention to Detail
- Time Management
- Creativity

Languages

- English (Fluent)
- Romanian (Fluent)
- Portuguese (Beginner)



Experience

2023

Mowdown

- Unreal Blueprints
- Devise gameplay systems
- Implement UI menus and elements
- Quality of life features like intro screens

2024

Lichgate / Coral Engine (Custom Engine)

- Ability system
- Physics system
- Upgrade system
- Support UI system

2028

Online Multiplayer COOP Shooter

2032

- C++ in Unreal Engine
- GAS - Gameplay Ability System
- Networking/Replication



Education

2022

Present

Breda University of Applied Sciences

Creative Media and Game Technologies

Game Programming