



Amzy Amalia Zarcu

Gameplay/Tools Programmer

I am passionate about **gameplay** and the **tools** that support it, collaborating with designers and artists to create **systems** that **empower developers** and **enrich the game**.



Portfolio - amzy55.github.io



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github.com/amzy55

Software

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

Programming Skills

- C++ (3 years of experience)
- 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)



Projects

2025

Online Multiplayer COOP Shooter - Unreal Engine

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

2024

Lichgate / Coral Engine (Custom Engine)

- Main gameplay programmer
- Ability system
 - Utilize and Expand Visual Scripting
 - User Interface
- Upgrade system
- Physics System
- UI
- Help Designers Learn our Custom Engine

2024

Ability System / My Custom Engine

2023

- Ability Gameplay Code
- Intuitive ImGui interface based on
 - User Feedback
 - Research
- ECS - EnTT Library
- Particle system
- GLTF file handling
- Resource management
- Serialization

2023

Mowdown - Unreal Engine

- Unreal Blueprints
- Devise gameplay systems
- Implement UI menus and elements
- Quality of life features like story introduction
- Multi-disciplinary collaboration



Education

2022

Present

Breda University of Applied Sciences

Creative Media and Game Technologies

Game Programming