

# 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**.



### Experience

2025

#### Gameplay Programming Internship - Age of Wonders 4

2026

#### Triumph Studios

- Developed gameplay features on a **proprietary engine**
- **Improved internal tools** using the **Qt** framework
- Bug fixing
- Collaborated in a **professional environment**



### 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



### Education

2022

#### Breda University of Applied Sciences

2026

Creative Media and Game Technologies

#### Game Programming



Portfolio - [amzy55.github.io](https://amzy55.github.io)



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[github.com/amzy55](https://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
- Attention to Detail
- Teamwork & Collaboration
- Problem-solving
- Critical thinking
- Time Management
- Creativity

### Languages

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