



# 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](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++
- 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

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

2024

#### Lichgate / Coral Engine (Custom Engine)

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

2023

#### Mowdown

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



### Education

2022

Present

#### Breda University of Applied Sciences

Creative Media and Game Technologies

#### Game Programming