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

Languages

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

Experience

2025 – 2026 — **Gameplay Programming Internship - Age of Wonders 4 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 – 2023 — **Ability System / My Custom Engine**

- 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 – 2026 — **Breda University of Applied Sciences**

Creative Media and Game Technologies

Game Programming