Matthew Smith
Software Engineer

Website | LinkedIn | GitHub

Work Experience

December 2023 - Present
Gameplay Engineer - *Bloom Game Studio*
- Designed and implemented responsive 3D movement mechanics for a third-person platformer, *The Quest for Lost Light*
- Developed enemy AI systems for pathing and player reactions
- Built and optimized a dynamic 3D camera rig with Cinemachine
- Contributed to level design, puzzle implementation, and player progression flow
- Created marketing assets and gameplay footage for fundraising materials and social media

September 2023 – December 2023
Digital Engagement Intern - *Pérez Art Museum Miami*
- Developed a multiplayer, browser-based game using React and WebSockets, inspired by Jackbox-style party games
- Engineered a scalable lobby system to support real-time competitive drawing sessions
- Conducted live user testing and gathered actionable feedback
- Led a company-wide, live demo presentation of the product

November 2022 – January 2023
Game Development Intern - *Augminted Labs*
- Performed QA testing on a Web3-based endless runner prototype
- Documented bugs with detailed reproduction steps and feedback
- Collaborated with senior developers to prioritize and verify bug fixes in iterative builds

Projects

April 2025 - July 2025
***The Quest for Lost Light* Demo – Unity/C#**
- Lead level designer for an original 3D puzzle-platformer demo used for investor and public-facing marketing
- Designed and implemented core puzzles and environmental storytelling
- Handled lighting, post-processing, and performance optimization across Windows, macOS, and Steam Deck
- Assisted in recording and editing a promotional demo video

**Studio is privately fundraising, but demo video can be provided upon request

October 2023 – December 2023
Masterpiece Mayhem – React/WebSocket
- Competitive multiplayer drawing game where players recreate art under time pressure
- Developed a pixel-accuracy scoring algorithm to rank submissions
- Built a real-time, socket-based player lobby system supporting multiple concurrent games

Education

2021 - 2023
**Bachelor's Degree,
Major in Computer Science
Minor in Art History**

Florida International University
Miami, FL

Languages & Tools

- C#
- JavaScript
- React / NextJS
- WebSocket
- Unity3D
- Git / GitHub

Skills

- 3D Game Development
- Enemy AI & Gameplay Systems
- 3D Level Design & Puzzle Design
- UI / UX Design
- Multiplayer Networking
- QA Testing
- Performance Optimization
- CI / CD
- Agile Development
- Responsive Web Design

Contact Info

msmithfl@icloud.com
(561) 926-2633
LinkedIn