

# Matthew Loyola

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## SOFTWARE & TECHNOLOGY PROFICIENCIES

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- Programming Languages: Java, JavaScript, C, C++, C#
- Game Engines: Unity, GameMaker, Unreal
- Project Management: Confluence, Jira, Jenkins, GitHub
- Database: SQL
- Content: Photoshop, Gimp
- Other Software: MS Office Suite, and some exposure with Inform, Tracery, and Twine

## PROJECT EXPERIENCE

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### Writer's Block (PC)

- Wrote general C# and Java programs to realize design concepts in Unity and GameMaker Studio respectively.
- Developed modular systems for dialogue and animations.
- Assisted lead programmer in implementing core level mechanics.
- Coordinated testing schedule and documentation.
- Assisted in creation of final gameplay trailer - specifically sound choices to highlight tone.

### Cyber Rogue (Browser-Based)

- Developed in JavaScript within the browser environment.
- Focused on developing narrative and narrative-based objects and coded the logic behind how the narrative was presented to the player.

### The Glasses (Downloadable)

- Wrote narrative in Inform pseudo-language.
- Developed and tested branching narrative paths and alternative endings.

### Venice Simulation (Browser-Based)

- Worked with a combination of JavaScript and GLSL shaders to emulate a real-world environment.
- Focused on programming specific areas of the larger environment – namely cloud systems and simulated waves.
- Tested shader code in the Unity environment as a side experiment.

## PROFESSIONAL EXPERIENCE

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**Target**, Los Angeles, CA

**November 2018 – Present**

Electronics Team Member (Seasonal)

- Assisted guests with purchases
- Answered guest calls
- Managed stock room supply and organization
- Pushed product to the sales floor

**Gamestop**, Los Angeles, CA

**October 2018 – December 2018**

Guest Advisor (Seasonal)

- Assisted customers with game selections
- Fielded phone-call queries
- Maintained store appearance
- Assisted in special promotional launch events

**Obsidian Entertainment**, Irvine, CA

**June 2017 – September 2017**

Quality Assurance Tester (Intern)

Tyranny – Bastard's Wound (PC)

- Performed daily functionality tests on the latest game builds
- Coordinated and relayed information to the various departments working on the project
- Reported and catalogued new bugs into the database with detailed descriptions and instructions
- Regressed/tested returned bug-fixes to ensure proper functionality and cohesion with existing content, provided additional reproduction instructions where necessary

- Assisted in coordinating and testing final builds for quality and functionality before being sent to distributors
- Provided playtest feedback for developer consideration regarding the strength and appeal of existing content

**Smart and Final Grocery Store**, Los Angeles, CA

**June 2015 – September 2015**

Service Clerk

- Provided on-demand customer service and maintained store cleanliness and visual appeal

***VOLUNTEER WORK***

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*Saint Bernardine of Siena Catholic Church & School* (Youth Volunteer)

**2010 – 2014**

*City of Hope Cancer Research Center* (Volunteer Coordinator)

**2007 – 2009**

***EDUCATION***

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**University of California at Santa Cruz**, Santa Cruz, CA

**2014 – 2018**

- Bachelor of Science, Computer Science; GPA 3.6
- Concentration in Computer Game Design