

Matthew Weissman

Unreal Engine Programmer; Gameplay Engineer

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Overview

Unreal Engine programmer with 3.5 years of experience at XBOX R&D. Designed and built 30+ systems in C++ and Blueprints, including gameplay recording and playback, multi-modal image generation, QA automation, and player skill assessment.

Experience

Software Engineer Contract – Microsoft (XBOX R&D)

July 2021 – Present

- Designed and built 30+ systems in Unreal Engine 4 and 5, including gameplay recording and playback, multi-modal image generation, QA automation, and player skill assessment.
- Gameplay replay system reduced playtester gameplay performance hit by 90%.
- Multi-modal image generation tools exceeded output projections by 20x.
- Streamlined client tools, alleviating integration burden by 95%.
- Implemented gameplay systems, raising skill ceiling by 75%.
- Proactive experimentation yielded useful improvements in 90% of cases.

Skills

Unreal Engine – Programming (C++ and Blueprint)

- Combat mechanics (combo system, buffs and debuffs, parrying, hitstun, character states, etc.)
- Plugin development (synthetic bug injection, gameplay replay, multimodal image capture)
- AI (advanced combat AI, custom vehicle navigation system)
- Image processing (runtime object annotation; texture bug detection)
- Programming-adjacent (behavior trees, navmesh, widgets, GAS, enhanced input system)
- Other (networked multiplayer, 2D and 3D UI, file I/O)

Unreal Engine – Other

- Level design and set decoration (FPS, Multiplayer Melee, RPG, Endless Runner) from concept to completion (floor plans, gameplay blockouts, set decoration & lighting, navmesh optimization, performance passes)
- Art tools (material editor, post processing, montage editor and animation baking, cascade, HLSL)

Education

Graduated December 2020

Interaction and Game Design, BFA – CSU East Bay

- Workshop host for Game Jam and Game Design club