MATTHEW CAMERA

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WORK EXPERIENCE:

PILLORY - QA Tester *April 2024—February 2025*
- Performing quality assurance testing, reproducing bugs, and giving in-depth game design feedback for the upcoming indie RPG PILLORY.

NESMaker - Software Intern *Sept—Dec 2022*
- I worked solo on UI and program functionality for future versions of the engine, as well as R&D on making SNES ROMs from scratch.
- Work was primarily in C++ and Assembly.

Arkhé - Application Developer *May—August 2022*
- I served as a programmer on a team developing an AR tool to help teach functional programming to students.
- My responsibilities were primarily around computer vision & object recognition. Much of my work was done with OpenCV with a blend of JavaScript and Python.

Gambonanza - QA Tester & Localization "Knight" *July 2025-present*
- Playtesting and providing detailed design feedback for upcoming brain-bending chess roguelike Gambonanza!
- Reviewing English translation for linguistic accuracy and cultural sensibilies

VOLUNTEER EXPERIENCE:

- **Deceive Inc - QA Tester** *August—Dec 2024*
- **33 Immortals - Playtester** *April 2024—Feb 2025*

PROJECTS:

Jimbo's Moon Vacation! *Feb—March 2025*
- I made a fully-functional mod for the smash-hit indie gem *Balatro (2024)* introducing a wealth of new lunar-themed content, including two new consumable types and 15 new Jokers.
- All design, programming, and art was done myself. Programming was done in Lua.

Apotheosis ARG *Jan—Oct 2024*
- Created an Alternate Reality Game on a team of 2 where players use a standalone application to solve an interconnected puzzle to discover the fate of a stranded space crew. I was responsible for puzzle creation and all programming, which was done in C#.

Novakid Quest Mod *Sept—Nov 2021*
- Gameplay programmer on a team of 5 working in Lua & Tiled on a functional mod for the game Starbound. Includes a fully functional questline and boss fight.
- Created over 3 months for release on PC in 2022.
- Programmed boss AI, dialogue, and quest management. Illustrated 2D art and animation for boss in GraphicsGale.

SKILLS & INTERESTS:

Programming Languages & Programs: C++, C#, Lua, Python, HTML/CSS, JavaScript, PHP, HLSL/GLSL, Visual Studio, Godot Engine, Unity, Unreal Engine, Autodesk Maya, Blender, Adobe Photoshop, Adobe After Effects, Ableton Live

EDUCATION:

Rochester Institute of Technology (RIT), Rochester, NY

Bachelor of Science, Game Design and Development