

Allan Mathew

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Professional Summary

Game Developer with strong expertise in C# and Unity and the ability to enhance gameplay mechanics, optimize code efficiency, and solve complex technical challenges. Adept at collaborating in team-based environments to deliver high-quality projects under tight deadlines. Skilled in C++, SQL, MySQL, and game design principles, with a focus on performance optimization and player experience.

Technical Skills

- **Programming Languages:** C#, C++, SQL, MySQL, Python
- **Game Development:** Unity, Unreal Engine, Game Mechanics Design, Procedural Programming, Shader Programming
- **Tools & Technologies:** Visual Studio, Unity IDE, Git, Source Control, Jenkins, Jira, Trello
- **Concepts & Techniques:** Object-Oriented Programming (OOP), AI for Gaming, Game Physics, Mathematics for Gaming, Procedural Generation
- **Database Management:** SQL, MySQL, Database Optimization, Query Optimization
- **Other:** Debugging, Performance Profiling, Multithreading, Game Optimization, Mobile Game Development, VR/AR Basics

Education

Game Design and Development | Niagara College | Welland, ON Sept 2022 – April 2025

Core Courses: Game Design Fundamentals, Digital Graphics Techniques, 3D Animation, Game Engine Programming, Game Development Projects, AI for Gaming Programming, Programming Essentials, Object-Oriented Programming, Mathematics for Gaming, Physics for Gaming Creative & Communication: Character Design, Writing for Gaming, Game Theory, Networking, The Business of Gaming

Computer Hardware & Networking | MBITS College of Engineering | Kerala, India Feb 2022- June 2022

Core Courses: PC Hardware Fundamentals, Operating System Installation & Configuration, Routerswitching & Network Services, Network Troubleshooting & Diagnostics, Firewall Security.

Awards

- **Spirit Award of Excellence** in my first year at Niagara College.
- **Presidents Honour Roll** for the 2025 Term at Niagara College

Projects

Brawlosseum | Programmer

Jan 2025 - Present

[Brawlosseum by allanmathew](#)

Brawlosseum is a 2 - 4 player local multiplayer game. It is an arena party brawler game where you play as a champion of a deity and battle it out in one of four arenas.

- Programming the environmental hazards and features throughout all the arenas
- Optimizing game play
- Fixing critical bugs to ensure a smooth player experience

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Projects - Continued

Flint And Steel | Lead Programmer

[Flint and Steel by allanmathew](#)

Jan 2024 – Apr
2024

Flint and Steel is 2.5D platformer adventure game where you play as Scally Wagburn, whom with his trusted companion Flint, goes to find the “world renowned gold-plated ruby hook”.

- Designed and implemented core gameplay mechanics.
- Led the programming team and ensured workflow and coding practices
- Bug fixes and optimization

Dungeon Generator | Developer

[Dungeon
Game](#)

Feb 2025 - Mar
2025

This project features a randomly generated dungeon that the player navigates.

- Worked as the sole programmer and artist
- Created all the models and textures required for the gameplay
- Designed and implemented the entirety of the player

Professional Experience

Cashier and Cook | Harvey's | Niagara Falls, ON

Jan 2025 - Present

- Ensured seamless customer service by operating the POS system and maintaining quality standards

School Bus Driver | SHARP Bus Lines | Niagara Falls, ON

Mar 2023 - Present

- Safely transported students to and from school while maintaining a positive and secure environment

Room Attendant | Great Wolf Lodge | Niagara Falls, ON

Nov 2022 - Present

- Delivered exceptional guest service by maintaining cleanliness and organization in guest rooms

App Designer / Tester | Info Park Cochin

Sept 2021 – Feb 2022

- Designed intuitive, user-friendly applications and tested them extensively for bugs and fixes