

# MATHIEU CASTONGUAY

## GAME PROJECTS

### Programmer And Designer

*Time Lab (2025)*

3-person team - Unity - Itch Publish

This was my first team project, where I programmed a pirate-themed competitive dice game while collaborating with a sound designer and an artist.

### Programmer, Level Design, Technical Designer

*Stunt & Hunt (2025)*

9- person team- Unity - Itch Publish,

Program the movement of the game and the shooting mechanic of the game.

### Programmer And Designer

*LABYRINTH'S LEGACY (2024)*

2-person team - Unity - Itch Publish

2024-2025, created a game in my spare time to challenge myself and add it to my portfolio, showcasing my Unity skill set.

### Programmer And Technical Designer

*Wizard Tower Chase (2024)*

Five-person team - Unity - itch Publish.

I was working closely with the design and programming teams, helping both sides to make our game the best it could be in the time given.

### Programmer And Designer

*Pirates Dice (2023)*

3-person team - Unity - Itch Publish

This was my first team project, where I programmed a pirate-themed competitive dice game while collaborating with a sound designer and an artist.

## SUMMARY

Offering strong analytical skills and creative mindset to bring innovative game concepts to life in collaborative environment. Brings foundational knowledge in game mechanics and programming languages such as C# and Unity, coupled with ability to quickly learn and apply new technologies.

## WEBSITES, PORTFOLIOS, PROFILES

- Portfolio

## CONTACT

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🔗 [Portfolio](#)

## SKILLS

- C#
- Visual studio
- Krita
- Photopea
- Unity
- Github
- Maya
- Unreal/Blueprint
- Teamwork
- Leadership

## EDUCATION

### Digital Media

Game Design

University of Central Florida, Orlando, FL

Expected in August 2026

### High School Diploma

Wharton, Tampa

May 2022

## LANGUAGES

### English:

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Native/ Bilingual

### French:

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Native/ Bilingual