

MATHIEU CASTONGUAY

GAME PROJECTS

Designer and Programmer

Time Lab (2025)

1 - person team - Unity - Itch Publish

A game I created over the summer to challenge myself and apply everything I've learned. It's a puzzle game where players use time-based abilities to reach the end of each level.

Technical Designer, Level Design and Programmer

Stunt & Hunt (2025)

9 - person team - Unity - Itch Publish,

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

Designer and Programmer

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.

Level Design, Technical Designer and Programmer

Wizard Tower Chase (2024)

5 - 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.

Designer and Programmer

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

Game developer skilled in Unity, Unreal Engine, C#, C++, visual scripting, gameplay mechanics, and technical design. Created game design documents, level designs, and technical systems to support teammates and guide development. Passion for creating impactful games, my long-term goal is to establish my own game studio to bring innovative ideas to life.

PORTFOLIOS

- [Portfolio](#)

CONTACT

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🔗 [Portfolio](#)

SKILLS

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

EDUCATION

Digital Media

Game Design

University of Central Florida, Orlando, FL

Expected in August 2026

High School Diploma

Wharton, Tampa

May 2022

LANGUAGES

English:



Native/ Bilingual

French:



Native/ Bilingual