

# 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

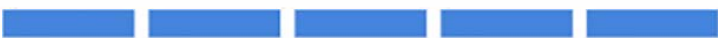
### High School Diploma

Wharton, Tampa

May 2022

## LANGUAGES

### English:



Native/ Bilingual

### French:



Native/ Bilingual