

MATTIAS FUSTER

Engine Programmer

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• Portfolio: mattiasfuster.com Github: github.com/mattiasfuster

Skills

Soft Skills: • Project Management • Adaptability and Flexibility • Self-Motivation • Work Under Pressure • Attention to Detail

Hard Skills: • C++ Programming • Game Engine Programming • Code Optimization • Code Refactoring • Solid and Scalable Code Architecture

Professional Summary

Driven by the mission of technological innovation in engine development, there is a strong enthusiasm for integrating advanced technologies such as AI, as well as ensuring code consistency and optimization. A diverse experience in programming and software support, combined with skills in C++, Vulkan, Python, Unreal Engine, and Unity, enables a rigorous and dedicated approach to achieving objectives. The academic and professional journey fosters the development of creative and efficient solutions, contributing to the desired technological advancements.

Work Experiences

Collision Studios

Espagne (Remote)

Software Support Programmer (Unity)

03/2024 - 06/2024

- I provided support for the Steam game *Terra Alia: The Language Discovery RPG* (Unity) by fixing major and minor bugs to help release a crucial bug-fixing update.

PVA Media

France (Remote)

AI Programmer & Tool Programmer (Unreal Engine)

09/2023 - 12/2023

- We aimed to create a prototype tool in Unreal Engine for generating NPCs, allowing the creation of NPCs using different models to develop backstories, personalities, and more. This tool would enable players to interact with these NPCs in-game through another model, based on predefined rules.

A.T.I.R

Avignon, France (Present)

IT Apprentice

09/2020 - 06/2022

- During these two years, I helped ATIR respond to various user maintenance/support requests and developed a billing website.

Education

Game Academy Avignon

Master's in Game Programming

09/2022 - 06/2025

Lycée Théodore Aubanel

BTS-SIO SLAM (Higher National Diploma) in work-study, IT Programmer/Developer


09/2020 - 06/2022


Avignon Université


Premature stop

09/2019 - 01/2020

Language

French Native 

English Intermediate 

Spanish Basic 

Projets

imEngine

Personal Project

mattiasfuster.com/portfolio-imengine.html

- ImEngine is a minimalist game engine project built with C++ and ImGui, designed to enable game creation without a dedicated editor. It features a modular architecture with an Engine and Editor component, and uses Vulkan for graphics rendering to ensure high performance.

Freak Squad

School Project

mattiasfuster.com/portfolio-freak-squad.html

- Freak Squad is a 2D side-scrolling beat 'em up, playable in local co-op for up to two players. This project was different from the others. With a small team of 6 people from our class, we had 10 weeks of pre-production to create an overlay of SFML, the Coffee Engine, which greatly facilitated the implementation and testing of features in Freak Squad

Coffee Engine

School Project

mattiasfuster.com/portfolio-coffee-engine.html

- The Coffee Engine is a layer built on top of SFML that manages resources, assets, scenes, game objects, and more. This allowed us to build a robust and efficient architecture, ensuring a smooth development process in preparation for the production of Freak Squad.
- I was involved both in the architecture of the Coffee Engine and in the creation of the resource manager, which I made multi-threaded to optimize performance by loading only the necessary assets.