



# Amzy Amalia Zarcu

## Gameplay/Tools Programmer

I am passionate about **gameplay** and the **tools** that support it, collaborating with designers and artists to create **systems** that **empower developers** and **enrich the game**.

Portfolio - [amzy55.github.io](https://amzy55.github.io)

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[github.com/amzy55](https://github.com/amzy55)

## Software

- Microsoft Visual Studio
- Unreal Engine
- Perforce
- GitHub
- Jira
- Confluence

## Programming Skills

- C++ (3 years of experience)
- Gameplay Programming
- Unreal Engine
- Custom Engines
- Modular Systems & Tools
- UI

## Soft Skills

- Effective communication
- Attention to Detail
- Teamwork & Collaboration
- Problem-solving
- Critical thinking
- Time Management
- Creativity

## Languages

- English (Fluent)
- Romanian (Fluent)
- Portuguese (Beginner)



## Projects

### 2025 Online Multiplayer COOP Shooter - Unreal Engine

- C++ in Unreal Engine
- GAS - Gameplay Ability System
- Networking/Replication
- Multi-disciplinary collaboration

### 2024 Lichgate / Coral Engine (Custom Engine)

- Main gameplay programmer
- Ability system
  - Utilize and Expand Visual Scripting
  - User Interface
- Upgrade system
- Physics System
- UI
- Help Designers Learn our Custom Engine

### 2024 Ability System / My Custom Engine

- 2023
- Ability Gameplay Code
- Intuitive ImGui interface based on
  - User Feedback
  - Research
- ECS - EnTT Library
- Particle system
- GLTF file handling
- Resource management
- Serialization

### 2023 Mowdown - Unreal Engine

- Unreal Blueprints
- Devise gameplay systems
- Implement UI menus and elements
- Quality of life features like story introduction
- Multi-disciplinary collaboration



## Education

2022

Present

### **Breda University of Applied Sciences**

Creative Media and Game Technologies

### **Game Programming**