m4sternoob

Game Programmer
Kitchener-Waterloo, Ontario, Canada
Portfolio: m4sternoob.github.io | GitHub: github.com/m4sternoob | [email] | [LinkedIn]

Summary

Game programmer with **20+ shipped products live** across web, Android, macOS, and Windows — every one designed, engineered, tested, and released end to end. Specialist in gameplay systems, custom 2D physics, and online multiplayer, building in C++ (Unreal Engine 5.6), C# (Unity), and Swift. Obsessed with game feel and performance: delta-time architectures holding a stable 60 fps and optimized to 120 fps. Full-pipeline ownership — design, code, playtest-driven debugging, CI, release — with clean, human-readable code a team can pick up on day one.

Skills

Core technologies: C++, C#, Unity, Unreal Engine 5.6, Swift, TypeScript, HTML5 Canvas, WebGL, WebSocket, Git, GitHub, CI/CD, Vercel, Android, macOS, Windows.

Shipped and maintain 20+ playable games and apps — each with a live build, public source, and a written dev log.

Architected custom 2D physics from scratch: gravity, velocity, bounce damping, AABB collision, frame-rate-independent game loops.

Engineered room-based online multiplayer over WebSocket relays: host/guest state sync, live rejoin, score-preserving resume.

One codebase, every platform: single-source shipping to web, Android APK, macOS, and Windows desktop builds.

Performance engineering to a 120 fps target: cached rendering, allocation-free hot loops, adaptive quality.

Relentless playtest-driven QA: structured bug reports (reproduction steps, expected vs. actual), fixes verified on real hardware.

Experience

Independent Game Developer

Remote | 2025 – Present

Own the full lifecycle of a 20+ product portfolio — design, engineering, testing, release, live maintenance (m4sternoob.github.io).

GAMEingo (Unity): vocabulary game with a full lesson/progression system, synthesized sound design, and account-ready architecture — released as WebGL and Android builds.

5IN1: five-game collection with online multiplayer, live on web, Android, and macOS from one shared codebase.

Hat Trick: 2D physics platformer reverse-engineered from Unity into a single-file HTML5 Canvas build when licensing blocked the web release — identical physics and game feel, 60 fps in any browser.

Contra (Unity): all 8 stages rebuilt with bosses, weapon systems, and level transitions; **STREET-TURF:** open-city driving game shipped across three live storefronts.

Documented every project with a professional dev log covering design decisions, bugs, root causes, and fixes.

QA Tester

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Tested live assessment products in real time: reproduced issues as they happened and troubleshot root causes on the spot.

Solved what could be solved live, and logged the rest with clear reproduction steps for the engineering team.

IT Technical Support Executive (AppleCare)

Apple

Front-line AppleCare technical support: diagnosed and resolved device, account and service issues live with customers.

Logged every case with full diagnostics, escalating to engineering when a fix needed it.

Portfolio

Portfolio Link: https://m4sternoob.github.io — 20+ shipped projects with live playable demos, gameplay GIFs, and source links, including a project tracker, a sprite-generation tool, and file utilities, all live and maintained.

Education

BTech, Computer Science — Maharaja Ranjit Singh Punjab Technical University, India (75%).

Self-directed advanced study: C++ and data structures & algorithms — ongoing daily practice.

Additional Information

Seeking junior/mid-level game programming and software roles; remote preferred, in-person or hybrid in the Toronto area welcome. Available 40+ hours per week.

Player-first, detail-obsessed: finds bugs by playing, proves fixes by replaying, ships only what is verified.