

Matthew Tran

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PROFICIENCIES

C#

C++

Java

Python

Unity

Unreal

Agile

Git

Perforce

EDUCATION

University of Southern California, M.S. in Computer Science Aug 2024 – present
- 4.0 GPA in computer science coursework specializing in game design and development

University of California, Santa Barbara, B.S. in Computer Engineering Sep 2019 – Jun 2023
- 3.71 GPA (Dean's Honors), in computer engineering coursework including software and hardware integration

EXPERIENCE

QA Lead/Engineer, USC Games (B.L.U.E.) Jun 2025 – Present
- Led a QA team of 3 within a 20+ member student game project, standardizing testing procedures and workflows
- Created detailed QA reports and collaborated with engineers to resolve bugs affecting user experience and performance
- Trained QA members and coordinated testing schedules using Perforce, Git, and ClickUp to keep milestones on track

Game Development Intern, Boltz Entertainment Apr 2025 – present
- Leveraged Unity's Remote Procedure Call (RPC) system to ensure a seamless multiplayer experience for players
- Implemented a custom emote system from the ground up to enhance player-to-player interaction
- Optimized game asset usage and build process, reducing total game size by over 60%
- Redesigned character abilities to introduce deeper strategic gameplay

PROJECTS

Fly Exterminator, Game Developer
- Partnered with one other student to create a mixed reality game using Unity for the Meta 3
- Developed a mixed-reality game where players eliminate virtual flies in a real-world environment
- Utilized Perforce for version control to streamline code organization and collaboration
- Replicated industry production schedules including prototyping, pre-production, production, and post-production in a 15 week semester

Virtual Displacement Techniques, Graduate Student
- Collaborated with 3 other students to implement 5 virtual displacement mapping techniques and vertex displacement working with Unity and HLSL for CSCI 580 (3D Graphics and Rendering) at USC and received highest score
- Analyzed each technique to find strengths and weaknesses of each one
- Leveraged Unity profiler to benchmark various techniques and compare performance and identified up to a 35% performance improvement

Neuromancer, Enemy AI Lead
- Cooperated with 9 other students, using Unity and C#, to produce a game designed around a mind control mechanic
- Spearheaded development on enemy and ally units base control and the AI controlling all units
- Synchronized with other team members through daily Scrum meetings to meet sprint goals
- Incorporated Git as version control to make collaboration and organization easier

Space Rebel, Game Developer
- Studied Unity and C#, with a focus on the UnityEngine API. Built a rogue-like 3D spaceship FPS utilizing Unity Engine
- Identified and debugged problems through student experiments, leading to a 20% increase in peer rating
- Promoted UCSB's computer engineering program at the Gaucho Game Lab showcase with 100+ guests

INTERESTS

SCUBA (PADI AOW) | Video Games | Skiing/Snowboarding | Wakesurfing | Swimming | Badminton