



# MATAN BOTANSKY

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Top-notch Unreal and Unity Engineer, renowned for his expertise in game development, with a strong background in 3D graphics, exceptional gameplay, and physics simulations. Consistently delivering superior code and groundbreaking design solutions and thrives in creating awe-inspiring user experiences by leveraging cutting edge topics in graphics theory, game development, and Computer Science with innate passion for logical reasoning, academic inspiration, and artistic creativity.

## EDUCATION

June 2018 – May 2022

Bachelor of Science in Computer Science | The Pennsylvania State University, University Park, PA

Minor: Japanese Language

## EXPERIENCE

June 2022 - Present

Senior Game Engineer | Seisan Consulting | Lancaster, PA

- Orchestrated and standardized a pipeline of two or more projects per quarter, within an interactive team of six members, leveraging Unreal, Unity, and web-based platforms to deliver engaging and visually stunning user experiences. Recognized as the team's most outstanding expert in creating code, source control, and organizational standards.
- Elevated VR and XR experiences on four different tech stacks, including Unreal VR Expansion Plugin, Niantic Lightship ARDK, and other web-based solutions. Excelling in crafting visually impressive 3D graphics, designing intricate shader networks, and developing realistic physics simulations
- Redesigned entire API pipelines in a matter of hours and remastered shaders in Unity ShaderGraph within short periods to meet the demands of clients, often weekly, all as part of successfully tackling challenging technical hurdles, even within tight timelines. Reimagined an entire VR game for multiplayer on the EOS platform in under 48 hours.
- Produced high-quality code and innovative design solutions, exceeding project requirements without compromising timelines. Consistently achieved exceptional code quality metrics, 5 times better code quality upon first iteration with QA than comparable team members, despite often working on more technically demanding tasks that tend to be more mathematical, graphics and physics based.
- Successfully self-handled several maintenance contracts, regularly addressing dozens of bug fixes per week, while collaborating effectively with cross-functional teams, contributing to the design, development, and seamless integration of features that enhance user experience and foster player engagement.

April 2021 – August 2021

Student Full Stack Developer | Marriland.com

September 2018 – May 2022

Founder & President | PSU Game Design / Development Club | Penn State University

## TECHNICAL SKILLS

- Game Development: Unreal Engine and Unity
- Computer Graphics: OpenGL, WebGL (THREE.js), shader creation with Unreal/Unity and GLSL, Blender
- Programming Languages: C++, C#, Python, JavaScript
- Creative Software: Adobe Photoshop, Illustrator
- Proficient in discrete mathematics, data structures, and algorithms