

Matthew Fudemoto
fudemotomattthew@gmail.com
mattfudemoto.com

EDUCATION

Advanced Diploma - Video Game Development
Algonquin College - Ottawa, Ontario 2023-2026

Certificate: Professional Game Development in C++ and Unreal Engine
Tom Looman Courses Anticipated 2026

PROFESSIONAL EXPERIENCE

Game Programmer, Sound Designer
Studio Icarus - Ottawa, Ontario September 2025-Present

- Designed and implemented gameplay and user interface (UI) systems for Operation Phoenix, an immersive wildfire-fighting and aerial drone simulator for desktop and VR
- Developed game design and technical design documents, class and control-flow diagrams, task lists, and long-term planning documents
- Maintained efficient workflow and communication among team members by using Jira, SCRUM and Agile Development paradigms
- Collaborated with community partners and industry stakeholders, including The Canadian Aviation and Space Museum (CASM), Airbus, and CAE
- Delivered public outreach and educational programming through the CASM

Administrative Assistant
Diversity, Equity, and Inclusivity - Department of Natural Resources, Government of Canada -
Ottawa, Ontario 2021-2022

- Managed the director's calendar and coordinated meetings within the Department
- Maintained confidential and accurate files and records
- Participated in and tracked follow-up actions for staff meetings within the Diversity, Equity, and Inclusivity team
- Prepared, edited, and formatted correspondence, briefing notes, and reports
- Improved overall efficiency through effective organization, documentation, and collaboration with other staff members

Pharmacy Technician
Specialty Rx - Ottawa, Ontario 2013-2020

- Processed and prepared specialty medication prescriptions
- Assisted with pre-authorizations, insurance claims, and patient reimbursement processes
- Maintained accurate and confidential patient records, ensuring compliance with provincial regulations and professional standards
- Managed inventory of specialty medications, including ordering, receiving, storage, and expiry monitoring
- Supported patients from a diverse range of cultures, ages, and socioeconomic statuses and maintained a welcoming and inclusive environment in the pharmacy
- Coordinated with pharmacists and physicians to resolve medication-related issues effectively

COMPETENCIES

Languages:

- C/C++
- C#
- Unreal Blueprints
- JavaScript

Software:

- Windows 11
- Visual Studio 2022, Visual Studio Code
- Unreal Engine 5.4, 5.6; Unity
- Autodesk 3ds Max; Blender
- Microsoft Office

PREVIOUS PROJECT EXPERIENCE

Operation: Phoenix (PC, PC-VR) - 2026

Role: Gameplay Programmer and Designer, Audio Programmer and Designer

Languages: C++ and Blueprints (Unreal Engine 5.6)

Misc: A simulation game wherein the player pilots a quadcopter aircraft and directs teams of semi-autonomous drones to protect a town from approaching fire. Produced for desktop PC and VR-headset with flight-simulator (HOTAS) controls. Developed over eight months in collaboration with Algonquin College, The Canadian Aviation and Space Museum, CAE, and Airbus.

- <https://phoenixicarus.wixsite.com/operation-phoenix>

An Inconvenient Inventory (Tabletop RPG Adventure - for D&D 5th Edition) - 2026

Role: Gameplay and Systems Designer, Writer

Misc: Wrote and created original story, setting, and creatures. Designed a combination of combat- and narrative-focused encounters to provide a varied play experience and encourage creative problem solving. Balanced encounters to be suitable for new players, or experienced players wanting a change of pace.

Deck Racers (PC) - 2025

Role: Gameplay Programmer, Designer

Languages: C++ and Blueprints (Unreal Engine 5.4)

Misc: A multiplayer 3D racing game, made as a 6-month project with a team of four other developers and artists. The game involves networking code to enable multiplayer functionality for up to four players.

Speculation (Tabletop Board Game) - 2023

Role: Gameplay and Systems Designer, Writer

Team: Erebus Games

Misc: Co-developed core systems and game mechanics. Balanced card values and resource availability, and structured turn progression to maximize player engagement. Co-wrote and edited the game's rulebook.