

Cameron Schwach

Technical Game Designer • Systems Designer

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Core Skills: Game Systems Design • Gameplay Prototyping • UX/UI Design • Technical Design Docs • C# • C++ • Python • Lua • Unity • Unreal • Physics Systems • AI/ML • AR/VR • Networking • API Integrations • Tooling & Workflow Optimization

PROFESSIONAL EXPERIENCE

SmiteWorks USA LLC – Fantasy Grounds • System Architect • Nov 2021 – Jan 2025

- Designed and implemented licensed game rulesets (Transformers, GI JOE, Power Rangers) used by thousands of players; increased engagement 40 percent
- Built modular audio system linking gameplay triggers to external APIs, adding dynamic responsiveness for 10K-plus users
- Drove platform integrations through new APIs and collaborated directly with external partners to improve toolchains
- Mentored community and internal developers, guiding feature development and implementation quality

Cerberus Studios LLC • Project Lead & Technical Design • Feb 2018 – Nov 2021

- Created advanced physics engine supporting multi-mode gravity, orbital mechanics, particle dynamics, and AI behaviors
- Delivered real-time visualization tools for designers to preview gravitational fields, trajectories, and forces
- Built scalable gameplay systems: player controllers, UI frameworks, save/load architecture, and internal dev tools

University of Central Florida – FIEA • Technical Design & Teaching Assistant • Jan 2017 – Dec 2017

- Led UI design for a 17-person team on an award-winning RPG published on Steam (GDC Best Student Game nominee)
- Built dynamic HUD and in-world interfaces using UMG/Slate
- Developed PHP-based progress tracking portals enabling automated student feedback

KEY TECHNICAL PROJECTS

Advanced Physics Engine – Real-time multi-gravity simulation supporting 100-plus dynamic objects and AI agents

AR-Voxels Multiplayer Platform – Cross-platform AR voxel modeling system with Photon networking

Full-Stack Tools & Platforms – FastAPI backends, React frontends, automated deployment pipelines

EDUCATION & RECOGNITION

University of Central Florida • M.S. Interactive Entertainment – Technical Design • 2016–2017

Michigan Technological University • B.S. Scientific & Technical Communication • 2006–2010

Intel University Games Showcase Winner • Best Student Game Award Nominee (GDC 2017)

Available for remote work • Open to relocation • Authorized to work in US • Security clearance eligible