

MICHAEL LATKA

• GAME PROGRAMMER / DESIGNER •

PROFILE

Computer Science graduate specializing in Software Engineering with experience developing commercial and award-winning games using Unreal Engine 5, Unity, C#, C++, and JavaScript. Proven track record leading programming teams, building gameplay systems, developing tools, and delivering projects from concept to release.

EDUCATION

2021 - 2026 Toronto Metropolitan University
Bachelor of Science (B.Sc.) Computer Science

EXPERIENCE AND PROJECTS

- 2025-26 Beats and Brainsss • Toronto, ON • STEAM PUBLISHED**
Lead Programmer | Unity, C# | *Met Game Studios*
 - Led a programming team of approximately 30 developers.
 - Designed and implemented gameplay systems and engine architecture.
 - Project showcased at Level Up Showcase Toronto, received Second Place People's Choice Award, and was published on Steam.
- 2026 The Dream Ladder • Toronto, ON**
Full Stack Developer | HTML5, Javascript, CSS | *Sticky Brain Studios, The Globe and Mail*
 - Designed and developed a complete browser-based word game.
 - Built gameplay systems and backend analytics.
 - Small team organization, concept to live build in 2 months.
- 2025-26 Split/Second (Prototype) • Toronto, ON**
Project Lead | Unity, C# | *Personal Project*
 - Led a team of 9 interdisciplinary team members to create a turn-based tactical 2D RPG prototype.
 - Facilitated the creation of custom assets, gameplay, backend systems, and branding.
 - Prototype consisted of gameplay, cutscenes, animations, story, and advanced backend systems.
- 2024-25 Blackwood • Toronto, ON**
Gameplay Programmer | Unreal Engine 5, C++, Blueprint | *Apologue Studios*
 - Developed gameplay features and modular systems for first person 3D puzzle mechanics.
 - Receiver of TARA Award - Best Video Game Project (2024-2025) from Toronto Metropolitan University.
 - Followed policies and procedures related to application methods and quality standards.

SKILLS

