

Mathijs Lehman

Wrocław • +48 573 148 299 • mathijslehman.ml@gmail.com • linkedin.com/in/mathijs-lehman

Game Developer

Hello! I'm Mathijs Lehman, a developer with a keen interest in physics, gameplay programming, and game development. With hands-on experience in network programming, I've crafted efficient solutions for seamless data communication in various projects. I have contributed to four professional projects, of which two have scheduled release dates. I excel at diving into challenging personal projects, especially those in the realm of competitive games with high skill ceilings. My enthusiasm extends to customizable keyboards, showcasing my serious interest in innovative technologies. I am excited about collaborating with a positive team where everyone contributes their unique passions towards a common goal.

WORK EXPERIENCE

Push Gaming **03/2025 – Present**
Junior Game Client Developer • Full-time **Poland**

- Fast-paced Prototyping
- Supported Library transition from PixiV6 to PixiV8
- Developed on 5+ games

E.Y. Poland **11/2024 – 05/2025**
Executive Assistant with Dutch • Full-time **Poland, Wrocław**

- Supported 10+ clients
- Tutored AI through giving workshops to 30+ employees
- Automated parts of my workflow through Microsoft Power Automate

Landell Games **02/2024 – 07/2024**
Lead Programmer **Sweden**

- Implementing unit behavior through a state machine
- Fixing bugs rooted in: Networking/Pathfinding/Unit functionality
- Managed repository branches of 4 departments
- Contributed to the bug report system
- Handled communication between 6 departments
- Improved the pathfinding process to <10% of original time
- Reviewed code of other team members

Smart Cities **08/2023 – 02/2024**
Project Leader / Unreal Programmer

- Lead a team of 8 people over the course of 20 weeks
- Developed tools to aid designers in fast-paced level building
- Implemented all game mechanics and functionalities
- Handled all communication with the client over the project duration

Gamous **02/2023 – 07/2023**
Programming Intern

- Implemented adaptive UI across macOS, AppleTV and iOS.
- Optimized game performance to improve FPS by 20%
- Debugged an RTS prototype to have it showcase ready for potential investors

OAMK Exchange
Gameplay programmer

08/2022 – 02/2023
Finland

- Implemented a generative gameplay environment for replayability.
- Monitized gameplay elements through google ads with rewards for said ads
- The game released on Google Playstore

EDUCATION

Bachelor of Science in Game Technologies

Saxion University of Applied Sciences

Enschede • 01/2019 – 07/2024

PROJECTS

Deep Work Extension

09/2025 – 10/2025

Created a Deep Work Extension that supports internal growth to help with productivity.

SKILLS

3D Math, 3D Rendering, Computer Network, Game Programming, HTML, Insightful, Physics, Python, Software Architecture, Unity, Unreal Engine