

Matthew Reynard

Games Development and Programming Student

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Portfolio Website: <https://blufox2003.github.io/>

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Personal Summary

Games Design and Development Undergraduate at the University of Greenwich, specialising in Games and Engine Programming.

Forward thinking and resilient against challenging situations, with hard earned experience through academic and personal projects, showcasing willingness to adapt and learn to new problems and critical problems solving skills. Solid team member, with an array of project management and communication skills applicable to a development environment. Raised playing Games and technically proficient in programming, both in and out of Engine, and tool creation, forged through projects and coursework via a passion to create. Eager to use skills and solve real world challenges in the game development industry and continue to learn and strive to be better.

Education

GCSEs – 8x including Computer Science, English and Mathematics (Grades 5-8)
Parkside Secondary School (2014-2019)

BTEC- IT/Computing Level 3 Extended Diploma (DMM)
Craven College (2019-2021)

Games Design and Development (Programming) - Currently Studying
University of Greenwich (2022-Present)

Experience

Information Technology Systems Administrator Apprenticeship (2021-2022)

Fundamentals First, Leeds UK

Helped with the creation and management of a website and collaborated with partners on marketing systems. Spent time sharpening programming skills such as Node JS and Python.

Kitchen Porter (2021)

Cloth Store, Haworth UK

Worked in a bustling kitchen environment assisting with the smooth operation of the restaurant.

Additional Experience

National Citizenship Service Trust (2019)

Spent a summer doing outdoor activities and worked as part of a team to improve several personal skills as well as raise money and awareness for a local asylum seekers charity in Bradford.

AdventureX Conference Volunteer Event Staff (2022)

Volunteered to assist with the running of a Game focused event, gaining valuable insight into the industry and helping an industry event operate.

Skills

- Unreal Engine and Unity
- C++, C#, Python, JavaScript, HTML
- Agile Project management

Hobbies and Interests

Outside of University, Gaming and programming, my main passions are Adventuring/Hiking and Music, a lot of my free time is spent either out on the mountains and moors of the countryside or at gigs of my favourite bands.

Another passion of mine is Animals, specifically Dogs and Cats. Animal behaviour and training is long time interest of mine and I spend time developing that skill.

I enjoy running and keeping fit, once representing the Bingley Harriers Athletics Team at both Track and Field Events.

Languages

English - Native

Norwegian (Bokmål) - Elementary

German – Beginner