

Matthew Douglas

Software Developer - Game & Web Applications

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EXPERIENCE

Fanshawe College — *Part time Professor*

January 2024 - Present

- Teaching the Game Component Integration course in the Game Development program
- Provide students with knowledge and experience to help their transition into the industry

Chaac Technologies — *VR Developer*

October 2023 - Present

- Assist on creating VR applications using C# Unity
- Took initiative in the Scrum Master Role to facilitate and educate best Scrum practices

Mikutech / Joydrop Ltd. — *Software Engineer*

October 2022 - October 2023

- Worked on Path of Titans as a gameplay programmer creating new abilities such as Area of Effect attacks and UI improvements
- Currently refactoring application from Desktop to a React web app
- Assisted in porting and unannounced project to game console platforms

Tradelite Solutions — *Full-Stack Engineer*

July 2022 - June 2023

- Helped develop the alpha version of Mogaland, a Financial education mobile game platform (Unity)
- Created UI systems to navigate through the world and interact with games
- Utilize back-end AWS serverless to implement user authentication and data storage

SKILLS

C#

C++

JavaScript/TypeScript

HTML/CSS

SQL

Python

React / Angular

NextJS

Unity / Unreal Game Engines

Firebase

AWS Services

Node/Express JS

Material Design

Git

JIRA

AGILE/SCRUM

EDUCATION

Fanshawe College 2020
Advanced Diploma
Computer Programmer Analyst

Toronto Film School 2016
Diploma
Video Game Design & Development

Certificates

Professional Scrum Master 1

Geotab — Software Developer

Oct 2021 - July 2022

- Worked in the Data Analytics department for data visualization
- Created front-end UI solutions using vanilla TypeScript and Internal components
- Developed NodeJS server APIs to retrieve data from Google BigQuery and Postgres databases

Holmetrics — Web Developer

July 2021 - Oct 2021

- Assisted with design and creation of front-end web application that presented analytical data for user to interact with
- Took initiative to mentor intern students and create various documentation for the application
- Responsible to deploy app to a Node JS server running on EC2 instance

Mikutech / Joydrop Ltd. — Game/Web Programmer

Oct 2020 - August 2021

- Primary programmer for Doppeltone 1.0, a unity Desktop application for creating 3D spatial audio dance sequences
- Apart of a team responsible to create a video conferencing/collaborating web application using React, NodeJS, and AWS (S3 and EC2)
- Support and Agile environment by leading daily stand-ups, weekly update, and client meetings

Cat Splat Studios — Technical Director

Aug 2019 - Mar 2021

- Joined fellow students in co-ownership of company and provide technical research and decisions
- Lead group of student programmers by designating tasks and workfull
- Designed, documented, and implemented technical solutions to Codename: Shifter Project

Media Sonar — Software Developer (Co-op and Full-Time)

Dec 2018 - October 2020

- Developed client-side components and services using Angular framework
- Worked with RESTful API logic to Analyze and filter large amount of data to present to client (C# .NET)
- Participated in company Hackathons

LINKS

<https://bytesizecoder.ca/>

<https://github.com/Byte-Size-Coder>

INTERESTS

Video/Board Games

Sports (Hockey, Soccer)

Dungeons & Dragons

Baking Bread

Camping & Hiking

OBJECTIVE

Adaptable Software Engineer ready to support operations from conception through post-release support. Skilled creator of efficient code and exciting user experiences. Eager to elevate ongoing development projects or create novel software solutions geared towards driving increased usership.