



# CALUM MATHISON

## CONTACT

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## EDUCATION

- 2018 - 2021  
NAPIER UNIVERSITY
- Bachelor of Science: Games Development

- 2016 - 2018  
EDINBURGH COLLEGE
- HNC Game Development
- NC6 Software Development

## SKILLS

- C#/C++/Lua/Python
- OOP + Data Structures
- Unity/Unreal Engine
- Data Analytics
- Problem Solving
- Communication
- Time Management
- Procedural Generation

## LANGUAGES

- English (Fluent)
- German (Basics)

## PROFILE

I'm a game developer with over six years of combined industry and academic experience, focusing on both design and programming. I recently worked as a technical designer on MindsEye, where I implemented gameplay systems and scripting in a collaborative production environment. Prior to that, I lectured in Game Development at Edinburgh College, teaching programming, game design, and workflows. My technical skillset includes C#, C++, Lua, Unity, and Unreal Engine.

## WORK EXPERIENCE

### Build a Rocket Boy 2022 - PRESENT

Regular Technical Designer

- Implemented mission logic and event scripting using Lua within Unreal Engine, enabling complex gameplay scenarios and narrative-driven experiences.
- Owned the design and implementation of core systems, including weapons/inventory blueprints, and smart object interactions.
- Developed modular, reusable scripts and Blueprints to accelerate iteration and support a scalable mission design pipeline.
- Authored and maintained clear technical documentation for level design, scripting standards, and QA workflows.
- Collaborated cross-discipline with designers, artists, and engineers to ensure seamless integration of features.
- Identified and resolved technical bugs, gameplay inconsistencies, and performance issues across multiple builds, improving project stability and polish.

### Edinburgh College 2019 - 2022

Computing Lecturer (Game Development)

- Designed and delivered course content across multiple subjects, including programming, games development, cyber security, and digital design.
- Taught across SCQF levels 5 to 8 (NC, HNC, HND) for programs including:
  - Computer Games Development (NC5/6, HNC, HND)
  - Cyber Security & Networking (NC5/6, HNC)
  - Software Development (NC5/6, HNC)
  - Digital Design & Development (HNC/HND)
  - Introduction to Esports (NC5/6)
- Created and assessed programming assignments, research tasks, and practical workshops aligned with industry standards.
- Led outreach programs introducing computing and game development to secondary pupils and at-risk adult learners.

### Sous Chef - Various Establishments 2011 - 2021

- Built a successful 10-year career in professional kitchens, developing strong leadership, time management, and team coordination skills.
- Led kitchen brigades in fast-paced, high-pressure environments, balancing consistency, creativity, and efficiency.
- Mentored junior staff and maintained operational standards — skills that continue to shape my collaborative and structured approach in game development.