



Matthew Bender

Game Programmer

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ABOUT

Dedicated Video Game Programmer with a passion for both game design. Spent extensive time making games in Unity for game competitions, side projects, and school projects.

TECHNICAL SKILLS

- Unity
- Unreal
- Coding: C#, C++, Javascript, HTML/CSS
- Source Control: Github, SourceTree
- Protocols
- Windows 10

Attributes

- Easy to work with
- Passionate
- Hardworking
- Accountable
- Time Management
- Self-Motivated

Favourite Games

- Natural Selection 2
- Heroes of the Storm
- Minecraft
- Among Us
- Deep Rock Galactic

WORK EXPERIENCE

Video Game Developer for Liberos Entertainment, Sept.

2021-Present

- Develop and program gameplay mechanics
- Testing and troubleshooting programming bugs
- Collaborated with team to come up with new mechanics

PROJECT EXPERIENCE

AI/General Programmer for Dreams of the Little Ones, 2020-2021

Toronto Film School - Unity Capstone written in C#

A third-person action/adventure game

- Programmed three different types of enemies to be able to patrol, chase and attack the player with respective animations
- Created and organized a list of known bugs by playtesting and assisted in resolving bugs and polishing game
- Worked extensively with AI pathfinding (Navmesh) to ensure enemies interacted well with environment

Developer for His Darkness, 2020

Ludum Dare 48 GameJam - Unity Game written in C#

A puzzle horror game

- Fast-paced collaboration with two other programmers, and three artists as part of a 72-hour video game design challenge
- Programmed the gameplay and animations
- Collaborated with level and sound designer to implement needed features
- Playtested and fixed bugs

EDUCATION

Video Game Design and Development Diploma, 2021

Toronto Film School, Toronto ON