

## Matt Childress

Portfolio Website: <https://matt-childress.com>

**Skills:** *Game Design/Development information and skills*

- 7 years experience with C++, Creation Kit, C#, Unity, UE4, Java, and Swift
- 14 released titles - Xbox One, PS4, Nintendo Switch, PC, Wii U, iOS, and Android
- 5 years of in-studio game dev experience using the technologies listed above
- Worked on internal IPs and titles licensed with Disney, the NBA, and Sony
- Experience working with a team in an Agile/Scrum environment

**Education:** ***Bachelor of Science, Computer Science, May 2013***  
*Western Kentucky University ([WKU](#)), Bowling Green, Kentucky*

**Experience:** ***Freelance Game Designer, Morgantown, Kentucky***  
*June 2020 - Present*

- Design and implement customizable level systems in 2 projects with C# and Unity
- Respond to bug reports and release updates for Skyrim Mod in CK and Steam
- Create a game that I proposed to my now fiancée with

***Lead Game Developer, [Hitcents](#), Bowling Green, Kentucky***  
*June 2015 - June 2020 (Promoted from 'Game Developer' in 2016)*

- Designed and implemented core gameplay systems, scripted and designed levels
- Implemented animations and behaviors, as well as integrated SDKs such as Steam
- Maintained released titles with content updates, DLC, and bug fixes

**Projects:** ***[Creation Kit - Werewolf Hunter](#), 2019 - Present***

*Repeatable and randomized hunting quests from Hircine, made with the Creation Kit*

- Procedurally place enemies and traps make the hunt different in each quest
- Repeatable quest that is balanced for any player regardless of level
- Detect Life effect that refreshes throughout the duration of Hircine's Boon

***[Draw a Stickman: EPIC 2](#), 2015 - 2020***

*Adventure/Drawing game - Xbox One, PS4, Nintendo Switch, PC/Mac, Android, iOS*

- Programmed NPC and enemy AI, controls, cutscene system, and other features
- Handled player movement and interactions, scripted and designed 3D levels
- Lead in-house team in creating the DLC "Drawn Below"

### **NBA Life, 2015 - 2016**

*Lifestyle game that lets the player manage an NBA team*

- Developed live-ops system that updated the player on live NBA games
- Designed item-collection and level progression systems
- Worked closely with the NBA team

### **Shores Unknown, 2018 - 2019**

*3D Tactical RPG in a fantasy setting*

- Provided Nintendo SDK and initial console porting expertise
- Maintained builds on devkit hardware for game conventions such as PAX East
- Learned C++ and Unreal Engine 4 best practices to assist developer

### **Gleeps and Alligoomers, 2019**

*Siege warfare game written in C++ and SFML*

- Redesigned game with win/lose conditions and added replayability
- Added enemy waves feature that is blocked by constructed walls
- Created system to randomly generate tiles on 3 different map types

### **Frozen AR Effect, 2015 - 2016**

*Disney's "Frozen" themed AR effect with face filters and an interactable world*

- Developed interactable 3D world and characters with touch and drag behaviors
- Implemented facial recognition effects in Sony Xperia AR environment
- Worked with Disney and Sony to deliver on client visions

### **Get to the Orange Door, 2018 - 2020**

*Rogue-lite FPS with parkour abilities and a retro style*

- Lead developer in porting the game to consoles through Unity
- Refactored existing systems to conform to Nintendo lotcheck guidelines
- Implemented console controls, update existing plugins

### **Steampunk Picross, 2019 - Present**

*Picross puzzle Unity game with story and infinite modes*

- Create procedural grid generation mode with over  $2.5 \times 10^{120}$  possible puzzles
- Design story mode with scalable amount of puzzles
- Program system that automatically converts pixel-art into picross puzzles

### **Ghostbusters AR Effect, 2016**

*Sony's "Ghostbusters" themed AR effect with an interactable Slimer character*

- Implemented animations with official Ghostbusters "Slimer" character model
- Created interactive behaviors with models and animations created in-house
- Responsible for all programming, including sound and music handling

**References:** *Available upon request*