James Matthew Childress

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

Skills: *Development and Design information and skills*

- Credited as Lead Developer in best-selling title on the Nintendo Switch
- 14 released titles - PS4, Xbox One, PC, Nintendo Switch, Wii U, iOS, and Android
- 8 years experience with Unity, Unreal, C#, Java, Swift, C++, and Git
- Worked on internal IPs and titles licensed with Disney, the NBA, and Sony
- Experience working with remote and in-house teams with Agile/Scrum

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

Experience: *Unity XR Developer, PSR Associates, Atlanta, GA (remote)*
April 2022 - Present

- Create collaborative XR experiences using Unity and Unreal Engine 5
- Develop complete apps for Meta Quest, Hololens 2, and Magic Leap headsets
- Utilize Azure Functions, Data Factory, Cosmos DB, Devops, and Blob Storage

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

Showcase: *Draw a Stickman: EPIC 2, 2015 - 2020 *Nintendo Switch Best Seller**
Over 100 million players - Nintendo Switch, Xbox One, PS4, 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 external NBA team

References: *Available upon request*