James Matthew Childress

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

Skills: *Development and Design information and skills*

- [Best-Seller](#) published on the Nintendo Switch - Lead Developer
- 14 released titles - PS4, Xbox One, PC, Nintendo Switch, Wii U, iOS, and Android
- 8 years experience with Unity, Unreal, C#, Java, Swift, and C++
- 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 VR, MR, and AR experiences
- Utilize Unity and Unreal for Meta Quest, Hololens 2, and Magic Leap headsets
- Manage project optimization and Github repository for my team

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*