

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 of experience with Unity, C#, Git, and Agile/Scrum
- 2 years of experience with Unreal Engine, Blueprints, and C++
- Worked on internal IPs and titles licensed with Disney, the NBA, and Sony
- Experience working with in-house and remote teams

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

[3 earlier jobs listed in résumé online](#)

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"

[17 other games listed in portfolio online](#)

References: *Available upon request*