

## James Matthew Childress

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

### **Skills:** *Skills and Achievements*

- Credited as Lead Developer in [best-selling title](#) on the Nintendo Switch
- 14 shipped projects - Android/iOS, PC/Mac, PS4, Xbox One, and Wii U
- 8 years of experience with C#, Git, and Agile/Scrum
- 2 years of experience with UE Blueprints, C++, Java, and Swift
- Worked on internal IPs and products 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*