

Matt Childress

[Website](#) – [LinkedIn](#)

Objective: *Full time game development position*

Skills: *Developer information and skills*

- Experience with C++, C#, Java, Objective-C, Unity, and UE4
- 4 years of professional game development experience
- 14 released titles - Xbox One, PS4, Nintendo Switch, PC, Wii U, iOS, and Android
- Worked on internal IPs and titles licensed with Disney, the NBA, and Sony
- Experience working with a team in a Scrum environment

Education: ***Bachelor of Science, Computer Science, May 2013***

Western Kentucky University ([WKU](#)), Bowling Green, Kentucky

Experience: ***Lead Game Developer, [Hitcents](#), Bowling Green, Kentucky***

June 2015 - Present (Promoted from 'Game Developer' in 2016)

- Develop core gameplay systems, script and design levels
- Implement animations and behaviors, as well as integrate SDKs such as Steam
- Maintain released titles with content updates, DLC, and bug fixes

Software Developer Associate, Fruit of the Loom, Bowling Green, Kentucky

March 2015 - June 2015

- Wrote software in Java and Swift, used Unit and E2E tests, worked with JIRA

Software Engineer, Red Rock Government Services, Bowling Green, Kentucky

August 2014 - March 2015

- Used Java, Eclipse, Asana, and ReST to make apps with client-server functions

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

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

- Procedurally placed 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

["Get to the Orange Door"](#), 2018 - present

Rogue-lite FPS with parkour abilities and a retro style

- Lead developer in porting the game to consoles
- Refactor existing systems to conform to Nintendo lotcheck guidelines
- Implement console controls, update existing plugins

“Draw a Stickman: EPIC 2”, 2015 - Present

Adventure game that allows the player to draw their hero, tools, and world

- Program NPC and enemy AI, controls, cutscene system, and other features
- Handle player movement and interactions, script and design 3D levels
- Lead in-house team in creating the DLC “Drawn Below”

Gleeps and Alligoomers, 2019 - present

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
- Randomly generated tiles on 3 different map types

[Confidential], 2017 - present

Adventure game in development – Xbox One, PS4, Nintendo Switch, PC, Android, iOS

- Script system for 3D flora and fauna lifecycles
- Implement player movement and combat controls
- Utilize PlayFab for player saves, use Github and Target Process to collaborate

“Shores Unknown”, 2018 - present

3D Tactical RPG in a fantasy setting

- Learn C++ and Unreal Engine 4 best practices
- Standby to assist with any developer requested issues
- Get builds running on our development hardware for game conventions

“A Robot Named Fight!”, 2018

Roguelike Metroidvania focused on exploration and item collection

- Provided sample code for systems such as player saves
- Assisted in updating third party plugins
- Set up tests for lotcheck submission

“Duke of Defense”, 2018 - 2019

Action-based tower defense game in which the player turns trees into defenses

- Set up third-party plugins versions that were supported by the Nintendo Switch
- Solved build issues

“Don’t Sink”, 2018 - 2019

Sandbox/Adventure/RPG allowing exploration as a pirate

- Provided code samples to help external developers make platform-specific systems
- Helped solve issues with save data during the port to Nintendo Switch

References: *Available upon request*