Matt Childress

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

Skills: *Game Design/Development information and skills*

- 14 released titles - Xbox One, PS4, Nintendo Switch, PC, Wii U, iOS, and Android
- 7 years experience with C++, Creation Kit, C#, Unity, UE4, Java, and Swift
- 5 years of in-studio game dev experience using the technologies listed above
- Worked on internal IPs and titles licensed with Disney, the NBA, and Sony
- Experience working with a team in an Agile/Scrum environment

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

Experience: ***Freelance Game Designer, Morgantown, Kentucky***
June 2020 - Present

- Design and implement customizable level systems in 2 projects with C# and Unity
- Respond to bug reports and release updates for Skyrim Mod in CK and Steam
- Create a game that I proposed to my now fiancée with

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

Projects: ***Creation Kit - Werewolf Hunter, 2019 - Present***
Repeatable and randomized hunting quests from Hircine, made with the Creation Kit
- Procedurally place 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

Draw a Stickman: EPIC 2, 2015 - 2020
Adventure/Drawing game - Xbox One, PS4, Nintendo Switch, 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 NBA team

[Shores Unknown](#), 2018 - 2019

3D *Tactical RPG in a fantasy setting*

- Provided Nintendo SDK and initial console porting expertise
- Maintained builds on devkit hardware for game conventions such as PAX East
- Learned C++ and Unreal Engine 4 best practices to assist developer

[Gleeps and Alligoomers](#), 2019

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
- Created system to randomly generate tiles on 3 different map types

[Frozen AR Effect](#), 2015 - 2016

Disney's "Frozen" themed AR effect with face filters and an interactable world

- Developed interactable 3D world and characters with touch and drag behaviors
- Implemented facial recognition effects in Sony Xperia AR environment
- Worked with Disney and Sony to deliver on client visions

[Get to the Orange Door](#), 2018 - 2020

Rogue-lite FPS with parkour abilities and a retro style

- Lead developer in porting the game to consoles through Unity
- Refactored existing systems to conform to Nintendo lotcheck guidelines
- Implemented console controls, update existing plugins

[Steampunk Picross](#), 2019 - Present

Picross puzzle Unity game with story and infinite modes

- Create procedural grid generation mode with over 2.5×10^{120} possible puzzles
- Design story mode with scalable amount of puzzles
- Program system that automatically converts pixel-art into picross puzzles

[Ghostbusters AR Effect](#), 2016

Sony's "Ghostbusters" themed AR effect with an interactable Slimer character

- Implemented animations with official Ghostbusters "Slimer" character model
- Created interactive behaviors with models and animations created in-house
- Responsible for all programming, including sound and music handling

References: *Available upon request*