

Matt Childress

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

Skills: *Development/Design information and skills*

- 14 released titles - Nintendo Switch, PS4, Xbox One, PC, Wii U, iOS, and Android
- 8 years experience with Unity, Unreal, C#, Java, Swift, and C++
- Lead Developer on Best-Selling game for Nintendo Switch
- 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: ***Unity XR Developer, PSR Associates, Atlanta, GA (remote)***
April 2022 - Present

- Create collaborative VR, MR, and AR experiences
- Coach fellow employees who have little Unity experience
- 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"

[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

References: *Available upon request*