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# MATTHEW BIRD

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## PERSONAL PROFILE

A dedicated, and reliable junior developer with significant experience in both C# and C++. Through six years' experience I have developed a well-rounded, transferable skill set suitable for roles within software/video game development. I am a hardworking and self-motivated individual, with a strong passion for creating software and immersing myself in projects both independently and as part of a team. Having recently graduated I am looking forward to applying my knowledge in a full-time developer role.

## WORK EXPERIENCE

### ASDA (2020–2021) Home Delivery Driver

Maintaining excellent customer relations and a high standard of service while delivering efficiently to a strict time schedule.

### Waitrose (2016–2019) Customer Service Assistant

Working to manage maintaining stock levels and handling customer enquiries to ensure the smoothest shopping experience possible.

### Quest Adventure (Summer 2015) Bicycle Repairs

Understanding the issues faced by customers, working with, and communicating these issues to mechanics to ensure quick and efficient resolutions.

## NOTABLE PROJECTS

### Endless Terrain Generation Tool

An editor tool built in Unity Engine, designed to allow developers to effortlessly create custom and endlessly generating terrain systems for their games.

### Capture The Flag AI

Two teams of AI battle it out in a game of capture the flag against one another. These AI are built using a mix of decision trees and state machines to give them realistic and human like behaviors allowing for an immersive and challenging single player experience.

### 2D Wave Function Collapse Demo

My implementation of the physics-based wave function collapse algorithm. This tool can create automated and random 2D game levels, based on a pre-determined tile set given by any user.

### Hypersomnia

An indie horror game created and published by me and a small team of junior programmers over a period of 2 months. Through out the duration of this project I was the lead AI programmer, managing a small team. Our responsibilities included creating the behaviors for the various adversaries faced throughout the game, alongside the implementation of other general gameplay programming tasks.

### Iskandar

An exploration/puzzle game created and published by me and a small group of junior programmers and designers. My main role in this project was programming the various boss encounters, a large majority of the game's adversaries and implementation of general gameplay features.

## EDUCATION

### Solent University (2019–2022)

BSc (hons) Computer Games Software Development

### Northbrook MET College (2017–2019)

Level 3 Diploma & Extended Diploma in Computer Games Development

### Durrington High School (2013–2017)

8 GCSE's Grade C or Above

## TECHNICAL EXPERIENCE

