MATTHEW BIRD

29 Lindum Road, Worthing, BN13 1LU - 07957 437272 - <u>matt.bird1@virginmedia.com</u>
LINKDIN: linkedin.com/in/matt-bird1 – MY WEBSITE: <u>https://mattbird.dev/portfolio/</u>

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.

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

WORK EXPERIENCE

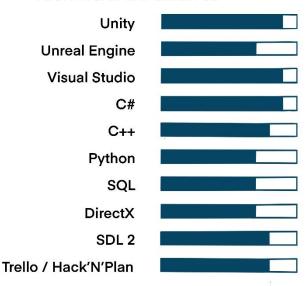
ASDA (2020-2021) Home Delivery Driver

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.

TECHNICAL EXPERIENCE



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 Al

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.