

MATTHEW BIRD

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PERSONAL PROFILE

I am an aspiring junior developer with 5 years of education and experience giving me a constantly growing, transferable skill set suitable for a software/video game development role. I would consider myself a hardworking and self-motivated person, with a passion for creating software.

Having recently achieved my degree I am eagerly looking to begin my career as a full-time developer.

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 Home Delivery Driver (2020–2021)

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

Waitrose Customer Service Assistant (2016–2019)

Managing and maintaining stock levels while ensuring customers had the smoothest shopping experience possible.

Quest Adventure Bicycle Repairs (Summer 2015)

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

TECHNICAL EXPERIENCE

Unity
Unreal Engine
Visual Studio
C#
C++
DirectX 11
SDL 2
Python
SQL

NOTABLE PROJECTS

Endless Terrain Generation Tool

An editor tool built in unity designed to help developers create an endlessly generating terrain system for their games. This was my final major project at university.

Capture The Flag AI

Two teams of AI battle it out in a game of capture the flag against each other. The AI are build using a mix of decision trees and state machines to give them realistic and human like behaviors.

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.

Hypersomnia

An indie horror game created and published by me and a small team of junior programmers over a period of 2 months. My main role in this project was creating the AI for the various adversaries within the game, alongside working on various core gameplay elements.

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 fights, a large majority of the game's adversaries and implementation of general gameplay features.