

MATTHEW BUCKLAND

GAME DEVELOPER



WORK EXPERIENCE

2019-2020

Billing Admin Assistant – Huddle Utilities

In this role, I handled customer inquiries via phone and email, assisting with payment and billing issues. I was also responsible for generating and editing monthly bills, ensuring accuracy and timeliness. Additionally, I contributed to the team by training a new staff member, helping them acclimate to their responsibilities and processes.

2020-2020

Administrator – Property Information Company

During this one-week experience, I managed client communication through emails and phone calls, and worked extensively with Google Sheets for data management and analysis.

MY UNIVERSITY PROJECTS

MAGEKEEP – Mobile Game

- Strategic tower defense game set in a mystical fantasy world.
- Players defend their city from waves of dragons by placing magical towers along a set path.
- Procedural content generation ensures unique and challenging playthroughs, testing players' strategic skills.

Nano Arena – PC Game

- Wave survival game set in a visually striking, Tron-like arena.
- Players face fast melee attackers and precise ranged shooters, with each wave increasing in difficulty.
- Features sleek, futuristic design and dynamic gameplay for an immersive experience combining action and strategy.

PCG Snow – Unreal Engine Tool

- Developed a procedural snow generation system for realistic snowscapes in virtual environments.
- Enhanced visual fidelity for real-time applications like video games and simulations.
- Allows customizable snow deposition to meet various user needs.

MY PROFILE

After gaining over a year of work experience, I decided to pursue a degree in Games Development with the goal of entering the games industry. Although my previous work experience is not directly related to this field, I have acquired many transferable skills that are valuable in my new career path. Additionally, I have three years of training and experience in Games Development from university.

EDUCATION

2013 – 2017 in Yavneh College

GCSE in Maths and English

2017-2019 Watford UTC

BTEC Business Level 3

BTEC Travel and Tourism Level 3

2021 – 2024

BSc Hons Computer Games Development

MY SKILLS

Programming (C++/C#)

Unity

Unreal Engine

Visual Studios

GitHub



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