Matthew Rayner

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I am a **Programmer** with over a decade of experience in game development

Education

Msc Games Development
(Programming)
2024 - 2025
Anglia Ruskin University
Pending

BSC Computer Games
(Programming)
2021 - 2024
Anglia Ruskin University
Second Class Honours (2-1)

UAL level 3 Diploma & Extended Diploma in creative media production (Games Development)
2019 - 2021
Cambridge regional college
Distinction

Experience

Farm Fiends - NDA - Msc Games Development, Live Brief
Sept 2024 - Dec 2024
I worked with a team to develop a game based on an external companies brief. Working below the team lead as the programming lead, I maintained the source control monitoring all of the pushes and merges and maintaining an organised project structure, communicating with everyone frequently. I tracked progress of and assigned tasks to 5 other programmers facilitating frequent communication and collaboration to meet deadlines.

Forest School Assistant - Little Wrens Forest School
May 2022 - Present
I assist the forest school leader in finding, setting up and delivering a wide range of activities encouraging child-led conflict resolution and facilitating communication in a natural environment. I maintain a safe environment by completing risk assessments and site checks. I also reflect on the childrens development and progress using it to tailor activities to specific childrens needs.

Languages and Practices
Proficient: C#   Familiar: C++, Lua, HLSL
Object Oriented programming, component-based architecture, modular code design, data-driven systems, debugging and optimisation, version control

Software

Unity, Visual Studio, Github, Sourcetree, Maya (Very Basic), Trello, OBS

Technical Knowledge

Gameplay programming, systems architecture, procedural generation (perlin noise and mesh generation), Unity Editor tooling (custom inspectors, scriptable object editors), AI behaviour programming, performance profiling, JSON data management, Input system (new Input system package)