Matthew Rayner

Papworth Everard, Cambridgeshire | 07480 945513 | matthewrayner28@gmail.com
Portfolio: matthew-rayner.github.io | LinkedIn: https://www.linkedin.com/in/matthew-rayner1/

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

Education

Msc Games Development (Programming)
2024 - 2025
Anglia Ruskin University **In Progress**

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

(Games Development) UAL Level 3 Diploma And Extended Diploma in Creative Media Production
2019 - 2021
Cambridge Regional College **Distinction**

Experience

May 2022 - Present
Forest School Assistant - Little Wrens Forest School
I assisted the forest school leader in finding, setting up and delivering a wide range of activities. Encouraged child-led conflict resolution and communication in a natural environment. Maintained a safe outdoor environment by completing frequent risk assessments and site checks. Assisting with tool use, fire safety and other forest school practices. Observing and reflecting on children's progress and engagement

Sept 2024 - Dec 2024 (1 Trimester)
Farm Fiends - NDA - Msc Games Development, Live Brief
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.

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)