Matthew Potter - Game Dev. Pixel Artist, Animator, and Programmer.

mdppxl@gmail.com | mattpxl.github.io

PROFILE

Game Developer and Pixel Artist of 10+ years with experience working with indie studios developing gameready assets and animations.

EDUCATION

UNIVERSITY OF WINDSOR — 2017 - 2022

- B.Sc - Computer Science (Honours) with Software Engineering Option

EXPERIENCE

JUNIOR / SENIOR PIXEL ARTIST & ANIMATOR Toonslab, <u>GraalOnline Classic+</u> — 2014 - 2019

- Created a wide range of pixel art assets and animations for real-time online multiplayer environments. (5000+ concurrent daily players).

BACKGROUND ARTIST

DustRunners - 2023 - 2024

- Designed, re-designed, and developed comprehensive 2D backgrounds and environmental art.

GUI ARTIST

SoulVale Studios, Haven 2099 — 2024

 Engineered custom GUI components including containers, buttons, icons, indicators, text fields, D-Pad, Joycons, and backgrounds.

LEAD PIXEL ARTIST & ANIMATOR Team Anchora, *Little City of Black Sheep* — 2023 - 2024

- Developed character sprite sheets and animations focusing on RPG-Style graphics.
- Designed diverse tile sets to support environmental variety across multiple game levels.

Matthew Potter - Game Dev. Pixel Artist, Animator, and Programmer.

mdppxl@gmail.com | mattpxl.github.io

EXPERIENCE

LEAD PIXEL ARTIST

ButterWare, Lunch Boxing — 2023 - 2024

- Crafted large character sprite sheets with complex combat animations working closely with a professional animator.
- Created 2D backgrounds and environmental sprites for various gaming environments, including contributing to the thematic consistency of multiple mini-games.

PROGRAMMER, PIXEL ARTIST, & ANIMATOR <u>CMYKnight</u> — 2024

- Lead development of gameplay mechanics and visual design for a 2D platformer game using Unity.
- Created pixel art assets, animations, and designed multilayered game levels.
- Programmed key gameplay features and custom gameplay mechanics, including 2D player controller, collision physics, and database integration using C# and SQLite.
- Integrated in-game sound effects and music.