Matthew Bates

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Skills

Programming Languages: C++, C#
Game Engines: Unreal Engine, Unity

Version Control: Perforce, Git
Collaboration: Azure DevOps, Agile

Experience

Junior Game Programmer   Jul 2024 – March 2025
Sumo Digital, Sheffield

- Use C++ and Unreal Engine to develop bespoke AI behaviours and pathfinding solutions to meet complex navigation requirements
- Work closely with level designers and technical artists to develop systems able to reduce the overall workload of the team
- Use profiling tools to identify areas for optimisation in order to meet strict performance requirements
- Write technical documentation to support the design and implementation of new gameplay features
- Carry out code reviews and participate in keeping coding standards relevant and up to date

Apprentice Game Programmer   Jan 2023 – Jul 2024
Sumo Digital Academy, Sheffield

- Worked across a wide variety of game programming disciplines including gameplay, physics and networking
- Aided in the development of a custom game engine and designed a new system for creating behaviour trees
- Carried out a research project on 'The Application of Machine Learning for NPCs in Games' and shared my findings across the studio
- Worked as part of a small team to develop and publish a game which was shortlisted in the 2024 TIGA Game Awards

Financial Operations Assistant   Jan 2022 – Jan 2023
Radius Payment Solutions, Crewe
I was a member of the finance department for a global business services company.

- Creating and sending out invoices directly to customers
- Processing bank transactions, sometimes in the order of millions of pounds
- Dealing with highly sensitive personal information such as bank details
- Tracking payments into and out of bank accounts operating across multiple countries

Geophysicist   Sep 2019 – Apr 2021
CGG, Crawley
I worked as part of a project-focused team processing raw seismic data to produce subsurface images.
- Writing and debugging code using in-house software written in Lua
- Optimizing processes to increase run times and reduce memory usage
- Analysing results to identify areas of possible improvement
- Testing code parameters to ensure the best results are achieved at each processing stage
- Producing and delivering presentations to external clients on a regular basis

Education

Sumo Digital Academy, Sheffield   2023 - 2024
Level 7 Game Programmer Apprenticeship

Nottingham Trent University   2015 - 2019
MSci Physics – 1st class Honours

St Nicholas High School, Hartford   2008 - 2015
A-levels – Maths (A*), Physics (B), Geography (B)
10 GCSEs – grades A*–C, including Maths (A*) and English Language (A)

Hobbies & Interests

Tabletop Gaming – I enjoy playing all types of games, including board games, card games, and role-playing games. I am currently running a Dungeons & Dragons campaign as the Dungeon Master which we have been playing for over a year. I love creating new stories and places for people to explore, as well as seeing how the players use their individual strengths to overcome different challenges.

Climbing – I am an avid climber and regularly spend my weekends in the Peak District hiking or climbing with my friends.

Running – I am currently working towards my 25-parkrun milestone and recently participated in a 10K charity run to raise money for MND Association.

References available on request.