

# Matthew Church

churchmf@gmail.com

780-966-2257

matthewchurch.ca

---

## Summary

Experienced, passionate, and accredited Software Developer with a focus on user-experience, games, and tools development. C#, Python and C++ programmer with knowledge in operating system concepts, algorithms, and web development. Bachelor of Computer Science accredited on multiple video games ranging from AAA sport titles to epic role playing narrative adventures. Versed in game design and computer graphics concepts. Tools developer with knowledge in database integration, data processing, user interface design, software testing and quality analysis.

---

## Experience

### Software Developer

June 2014 – Current

**Bioware, Edmonton**

C#, C++, SQL, .Net, JS, CSS, Linux

Designed and implemented company wide internal web applications in an agile team. Expanded scalable and intuitive tools utilized by dozens of game teams and occupations including developers, designers, testers, and managers. Improved existing workflows by integrating web applications with game engine and development tools. Experience leading small development team in agile planning and delivering software on time and quality. Lead design meetings and meet with users to improve existing systems.

### Software Engineer I

July 2013 – June 2014

**Electronic Arts Canada, Burnaby**

C++, ActionScript

Full time engineer on the FIFA Games Mode Team. Working extensively with producers, quality assurance and other engineers to deliver high quality features for the game. Participated in agile sprint planning in a large team in order to meet deliverable on a deadline. Tested, wrote and debugged C++ and ActionScript in a massive code base.

### Associate Software Engineer

January 2012 – September 2012

**Electronic Arts Canada, Burnaby**

C++, SQL

Internship on the FIFA Games Mode Team. Worked extensively with producers, quality assurance and other engineers to deliver high quality features for the game. Took ownership of several features both new and old. Tested, wrote and debugged C++ and SQL in a massive code.

---

## Patents

### Synchronized Video With In Game Telemetry

**US 15076408**

Automatically linking recorded streamed video to in-game telemetry to support the QA and debug process.

---

## Presentations and Public Speaking

### Improving Workflow and Ensuring Quality with Big Data and Video

Quality Verification and Localization Conference 2017

### Improving Content Creator Workflow and Ensuring Quality with Big Data and Video

Frostbite Developer Days 2016

---

 Projects
**Aporkalypse****Great Canadian Appathon 3**

October 2012

C#, XNA

Designed and implemented a mobile game for Windows Phone 7 in 48 hours for the Great Canadian Appathon 3. Placed in the top 25 and won the category for Best Windows Phone 7 Application.

**Umpire Strikes Back****Great Canadian Appathon 2 Entry**

October 2011

C#, XNA

Designed and implemented a mobile game for Windows Phone 7 in 48 hours for the Great Canadian Appathon 2. Placed in the top 25 and won the category for Best Original/Experimental Application.

---

 Accredited Titles
**FIFA 13**

Xbox 360, PS3, PC

**FIFA 14**

Xbox 360, PS3, PC

**2014 FIFA World Cup Brazil**

Xbox 360, PS3

**FIFA 15**

Xbox One, PS4, Xbox 360, PS3, PC

**Dragon Age Inquisition**

Xbox One, PS4, Xbox 360, PS3, PC

**Mass Effect Andromeda**

Xbox One, PS4, PC

---

 Education
**BSc, Computing Science Specialization****University of Alberta**

2007 – 2013

---

 Honours and Awards
**Academic Excellence Scholarship****University of Alberta****Technical Achievement****University of Alberta 2009 Game Development Awards****Best Original/Experimental Application****Great Canadian Appathon 2****Best Windows Phone 7 Application****Great Canadian Appathon 3**


---

 Hobbies and Activities
**Toastmasters****Edmonton, Alberta****Global Game Jam****Vancouver, British Columbia****Soccer, Basketball, Snowboarding****Edmonton, Alberta**


---

 References On Request