

Matthew Church

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Summary

Experienced, passionate, and accredited Software Developer with a focus on software engineering, user-experience, games, and tools development. C++, C#, Python and Java programmer with knowledge in operating system concepts, algorithms, and web languages. Bachelor of Computer Science and credited on multiple video games ranging from AAA sport titles to epic role playing narrative adventures. Versed in game design and computer graphics. 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, ASP.Net, JS, CSS

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 engines and development tools. Attended design meetings and met with customers 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.

Software Engineer Intern

May 2010 – September 2011

ScriptEase Research Project, University of Alberta

Java, C++, Aurora Toolset, Galaxy Editor

Developed and implemented extendable tools in a team environment which allow users to script video games without any programming experience. Attended weekly meetings emphasizing scrum planning, feature development and brainstorming. The code base grew to just over 12 000 lines during my time on the project.

Projects

"Aporkalypse" – Great Canadian Appathon 3 Entry

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.

"Project Origin" – 3D Game Engine

November 2010 – December 2010

C++, OpenGL

Designed and implemented over two weeks. Able to load in any OBJ 3D model and manipulate them in an environment with line-plane collision and basic physics.

ORTS : Hierarchical Combat AI Template

November 2009 – December 2009

C++

Designed and implemented a high level real time strategy framework to facilitate artificial intelligence programming in the ORTS game engine. This multi-level approach abstracted combat to allow for easier algorithmic unit micro, squad formations and army macro.

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

Education

BSc, Computing Science Specialization 2007 – 2013	University of Alberta
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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

Video Game Artwork and Design Club	University of Alberta
Global Game Jam	Vancouver, British Columbia
Fragapalooza Annual LAN Party	Edmonton, Alberta
Recreational Soccer, Basketball, Volleyball	Edmonton, Alberta

References on request