Matthew MacNeil

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Work Experience

Independent Developer, Turn-Based Tactics   *May 2023 – Present*

- Working independently on solo development projects and demos. Development focuses on Code Structure, Game AI, User Interface programming and design, Animation keyframing and animation programming.
- Most recent work is 2D Turn-based tactics game built in Godot fully utilizing grid-based logic, character stats, ai prioritization, UI design, and battle animations.
- Heavy use of Dijkstra's algorithm and A* pathfinding, an individual based inventory system with trading between characters, multiple weapon systems, Enemy AI, and Saving and Loading systems.
- Implementation of multi-layered combat systems with individual character actions along with group battalion actions. Formations, difficult terrain crossings, merging and splitting combat sectors to create an ever changing battlefield scenario.

VR Development Lead, *HOME*   *September 2022 – April 2023*

- Development lead of production group for the VR Experience HOME, Hall Of Mental-Health Experiences.
- Responsible for constructing primary mechanics, interactions, and asset implementation in the Unity Game Engine.
- Worked efficiently and met project goals within the given time frame.
- Created tasks for myself and development team members with project goals in mind. Frequently Communicated development progress to other groups to ensure all team members knew the status of the project.

VR Developer Internship, *XpertVR*   *February 2023 – March 2023*

- Worked as an Intern for XpertVR as part of Brock University's coop program.
- Responsible for the initial development of a new project in Unity, creating the GDD, project setup, and custom scripting.
- Analyzed previous XpertVR projects to understand the elements that were required to ported over to the new project and modified said elements to work with the different VR systems.
- Created a timeline and set of tasks for the co-op students who would be taking over after me, supported them through the transfer period.

Mobile App Developer, *Oceans Group Investments Inc.*   *September 2022 – April 2023*

- Part of a small group of designers responsible for creating a mobile application prototype for a client.
- Regularly scheduled meetings and communicated with the client to provide project updates and showcases.
- Created a Game Design Document to outline the ideas and plan for the application's mini games.
- Used the GDD and feedback on the design to develop the mobile application from the ground up. Created scripts and UI for the applications mini games

Website Development, *Sketch Book Comics, St. Catharines ON*   *October 2022 – April 2023*

- Part of a team of web developers tasked with creating an online website/store for a local store. Responsible for researching possible solutions to the client's requirements.
- Coordinated with design and art team members to turn their mock-ups into an intractable website.
- Learned and created custom code for Shopify's coding language, Liquid.

Education

Brock University, *St. Catharines, ON*   *April 2023*
Bachelor of Arts Honours, Interactive Arts and Science

- Graduated With First Class Standing
- Coursework: Programming, Game Design, Website Development, 3D Modeling, and Video Editing. Multiple year long group projects.
- Awards: Dean's Honour List recipient

Skills

- Management: Schedule maintenance, Task Prioritization, Self-Motivated, Conflict Confrontation and Resolution, Version Control Knowledge.
- Technical: Programming Languages (C#, C++ Python, GDScript), Web Dev (HTML, CSS, React), Game Engines (Unity, Godot), Source Control (Git), Microsoft Products (Word, Excel, etc.), Video Editing Software (Premiere Pro), 3D Modeling (Blender, Maya).
- Analytical: Code Analysis & Review, Media & Design Critique, Critical Thinking, Feedback Analysis and Implementation.
- Communication: Cooperative teamwork skills, Strong Communication and Interpersonal skills, One-on-One and 50+ Presentational skills.

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Website/Portfolio:
http://www.matthewmacneil.ca