



**Matt Gray:** [linkedin.com/in/mattgray0/](https://www.linkedin.com/in/mattgray0/) - <https://mattgrayy.github.io>

**Senior Software Engineer (Gameplay and Technical Design)**

## Work Experience

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### Senior Unity Developer

**Ultraleap** June 2019 to Present

Main responsibilities: Performing roles of a Technical Lead on various interactive and virtual reality projects. Including large showcase demonstrations for CES. Lead developer on the multi-award winning TouchFree product, using hand tracking to allow users to interact with public touch screens without touching them. Managing the improvement and maintenance of a feature-rich Unity plugin for hand tracking Interactions. Combining hand tracking and mid-air haptic technologies to provide feedback to users in virtual reality whilst interacting with virtual objects. Architecting inter-connected software products to ensure they are suitable for the public to understand and consume cutting edge technology. Working with other senior developers and representatives from other teams to continue collaboration and ensure a unified achievable vision is maintained.

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### Gameplay Programmer + Lead Gameplay Programmer

**PlayWest** August 2016 to June 2019

Main responsibilities: Working on commercial briefs to develop various titles capable of educating audiences on a topic. This includes; Lead programmer on an online multiplayer exploration pirate game designed to teach 30000 staff and students about cyber security, leading a team on a local multi-player game for BloodhoundSSC and a mobile application teaching water management and treatment.

- Assuming the role of game designer where needed
  - Taking on large individual programming tasks
  - Guiding the team through solutions
  - Working with other systems programmers to develop modular tools
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### 3D CAD Technician, Video Editor and 3D Visualisation Artist

**The Downland Partnership** June 2013 to June 2016

Main responsibilities: Creating promotional videos using Photoshop, Premiere and After Effects. Developing 3D environments for clients within 3D Studio Max. Aiding with modelling and smooth running of development of projects such as producing an exact to 0.5mm model of the HMS Victory using laser scan data and 3D tools such as Rhino3D. (Featured on BBC's The One Show)

- Drawing plans and elevations of historic architecture

- Rectified photographic image manipulation - Promotional video editing
  - Spherical Panorama projection to 3D surfaces
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## **Creative Intern & Visual Effects Supervisor**

**Creative Wiltshire** February 2012 to June 2013

Main responsibilities: Working with other professionals on briefs such as developing videos for the Stonehenge visitors centre and the Alcohazard campaign. Encouraging College students to create animations within after effects, using camera equipment and working with computers.

Skills gained: Teaching skills, working with others and further software/hardware knowledge as well as in depth insight into professional briefs and experiences.

## **Education**

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**MSc in Commercial Games Development** University of the West of England

**BSc in Games Technology** University of the West of England

**Foundation Degree in Creative Digital Media** University of Bath

**BTEC National Diploma in Games Development** Wiltshire College

**GCSE in Maths, Science, Extended Science, Statistics and English** Abbeyfield School

## **Additional Information**

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I spend the majority of my spare time with personal projects that mostly involve developing my skills further. These include a series of video game passion projects of varying scales and genres. I often play games and recreate the mechanics myself to see how I would improve them. I have done this within Unity3D since 2008.

Hardware knowledge - I have built computer systems from the ground up and have a deep knowledge of how hardware works across the board.

Software knowledge - I always keep up to date on software development and develop my own skills with the tools available by developing personal projects that involve using Adobe Premier, After Effects and Photoshop as well as Unity3D along with additional development productivity tools such as GitHub, Slack and Trello.

Friendly personality - I have a very approachable atmosphere and colleagues, friends, customers and employers have all mentioned that this is a strong aspect of my personality.