

# Matt Gray

## Programmer, Game Developer (Gameplay and Design)

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## Work Experience

### Lead Gameplay Programmer

**PlayWest** August 2016 to Present

Main responsibilities: Working on commercial briefs to develop various titles capable of educating audiences on a topic. This includes Lead programmer and designer on an online multiplayer exploration pirate game designed to teach 3000 staff and 30000 students about cyber security, leading a team on a local multi-player game for BloodhoundSSC and a mobile application teaching water management and treatment.

Other responsibilities include:

- 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

### Software Engineer Intern

**PlayWest** June 2016 to August 2016 (full time)

Main responsibilities: Part of a small team of developers creating software and applications with a Video Game orientation.

### 3D CAD Technician, Video Editor and 3D Visualisation Artist

**The Downland Partnership** June 2013 to August 2015 (full time) - December 2015 to June 2016 (Freelance)

Main responsibilities: Creating promotional videos using a combination of the Adobe suite, including 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 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

## **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. To teach and encourage College students to create short animations within after effects, using camera equipment correctly 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**

### **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**

**Chippenham College**

### **GCSE in Maths, Science, Extended Science, Statistics and English**

**Abbeyfield School**

## **Additional Information**

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 2009 and more recently using C++ and Visual Studio.

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 3D Studio Max, Unity3D and C++ programming 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 as well as a light sense of humor.