



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

Senior Software Engineer (Technical Designer)

Work Experience

Senior Software Engineer

Ultraleap June 2019 to August 2024

- Technical Lead on interactive and virtual reality projects
 - Prototyping and vertical slice development for trade shows
 - Lead developer of Innovation Award winning TouchFree product
 - Managed a feature rich external facing hand tracking Unity Plugin SDK
 - Architecting new technologies in a way new users can use with ease
 - Working in a cross-disciplinary team of engineers, designers, QA and product managers
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Gameplay Programmer & Lead Gameplay Programmer

PlayWest August 2016 to June 2019

- Lead programmer on various projects
 - Worked with clients on commercial projects released on Steam, Switch, PS4, XboxOne
 - Designing and iterating development of multiplayer games
 - Making "Serious Games" to introduce students to STEM and teach them about cyber security
 - Developed for Desktop, web and mobile
 - Mentored interns and junior developers joining the team
 - Ran (and took part in) numerous Game Jams as the UK's largest Global Game Jam site
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3D CAD Technician, Video Editor and 3D Visualisation Artist

The Downland Partnership June 2013 to June 2016

- Drawing plans and elevations of historic architecture
 - Rectified photographic image manipulation
 - Spherical Panorama projection to 3D surfaces
 - Promotional video design and editing
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Creative Intern & Visual Effects Supervisor

Creative Wiltshire February 2012 to June 2013

- Designing promotional videos for various campaigns
- Mentoring college students in visual effects and film making
- Working on customer project briefs

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 Wiltshire 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 or adjust them. I have done this within Unity since 2008.

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.

Software knowledge - C#, C++, Unity, Unreal, Blueprints | Git, Gitlab, Github | JIRA, Trello, Github projects | 3Ds Max, Blender | Adobe Premier, Adobe After Effects, Adobe Photoshop | Slack, Teams |