Matthew Summers CV

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Profile

Passionate and driven game developer with a BSc in Games Technology from the University of the West of England. Proficient in C#, C++, and Python, with hands-on experience in industry-standard game engines like Unity and Unreal Engine 5. Skilled in version control using GitHub and GitKraken. Experienced in collaborative team environments, developing both single-player and multiplayer games. Enthusiastically seeking opportunities to create immersive virtual reality experiences and games with a strong focus on world-building, level design, and gameplay systems.

Skills

Programming languages – C#, C++, Python	Time management
Game Engines – Unity, Unreal Engine	GitHub and GitKraken Experience
Bug testing and bug fixing	Microsoft Office Specialist badges
Visual Studio	Virtual Reality (Unity XR Toolkit)
Teamwork	Communication

Education

BSc Games Technology | University of the West of England – 2020-2024

Second Class (Upper Division)

Montsaye Academy Sixth Form – 2018-2020

Sociology – B, Business – B, History – C

Experience

McDonalds – Crew Member – March 2020 – March 2024

Gained comprehensive experience in a fast-paced environment, excelling in both kitchen operations and front-of-house roles. Developed strong teamwork and communication skills by collaborating daily with a diverse team to consistently deliver high-quality service and products. Demonstrated adaptability and efficiency, ensuring smooth operations and customer satisfaction.

Tesco – Tesco Colleague – March 2024 – July 2024

Balanced part-time work with university studies, demonstrating strong time management and organizational skills. Collaborated effectively with team members to provide excellent customer service, while also managing store floor operations and maintaining a well-organized warehouse. Developed the ability to prioritize tasks and handle multiple responsibilities efficiently.

References Available on Request

University Projects

TechJam – *WarLocks* | September 2023

Collaborated with a team of 13 to develop *WarLocks* as part of a third-year university project. Regularly utilized GitHub for version control and Microsoft Teams for project coordination and communication. Played a key role in designing and implementing the game's movement and camera systems. Led focus groups to conduct playtesting, identify bugs, and assess game quality, driving iterative improvements. Additionally, contributed to bug fixes, gameplay balance, and overall quality enhancements throughout the development cycle.

VR Relaxation Project

Developed a calming VR puzzle game designed to enhance player relaxation. Used the Unity XR Toolkit to create four unique puzzles aimed at inducing a tranquil and immersive experience. Focused on crafting gameplay mechanics that contribute to a soothing atmosphere, demonstrating strong skills in VR development and user experience design.

Rust, Nuts and Knuts

Collaborated in a 4-person team to develop a small game using Python and PyASGE. Contributed to the creation and implementation of shaders for the game's background and sprites, enhancing visual responsiveness and overall gameplay experience. Demonstrated technical proficiency in Python and shader development, contributing to the successful completion of the project.