**Matthew Summers CV**

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Profile

Enthusiastic and motivated aspiring game developer, recently graduated from University of the West of England with a degree in BSc Games Technology. Proficient in C#, C++ and python as well as game engines such as Unity and Unreal Engine 5 and merge tools such as Github and GitKraken. Worked on many projects in teams building single player and multiplayer games. Interested in creating virtual reality experiences, world-building, level design and gameplay systems.

Skills

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| 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**

Worked all around the restaurant and gained experience and became proficient in all aspects of the kitchen and front of house. Worked well as a member of a team everyday to provide excellent customer service and products from day to day.

**Tesco – Tesco Colleague – March 2024 – July 2024**

Worked part-time while studying at university balancing work and schoolwork during this period. Consistently worked as a team politely serving customers and worked the store floor and organised the warehouse.

University Projects

**TechJam – WarLocks**

TechJam was a team of 13 put together in September 2023 tasked with creating a game as part of a third-year project. Frequently used Github and Teams to plan and coordinate together. Personally worked on the movement and camera systems in the game as well as led focus groups to test the game, find bugs and test the quality of the game throughout development. Also worked on bug fixes and general balance and quality enhancements.

**VR Relaxation Project**

Tasked with creating a relaxing experience in a video game, I worked on a relaxing puzzle game experience in VR. Utilising the Unity XR Toolkit I created four different puzzles that when combined would help put players into a calm state.

**Rust, Nuts and Knuts**

Worked in a 4-person group during 1st year to create a small game using Python. Worked on the game engine side of development using PyASGE working on the shaders that would be applied to the game background and sprites to create responsive gameplay.