

Matthew Lowe

Game Programmer

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Profile

I am a motivated person who enjoys taking on challenges. I'm highly competitive and enjoy competing against others whether it's in a team or individually.

Technical Skills

- Games dev – C++, Unreal, Unity, DirectX
- Software dev – C++, C#
- Version control – Git, Perforce
- Frontend dev – HTML, CSS, JS + JQuery
- Backend dev – PHP, .NET Core, SQL, Node.js
- Devops – Jenkins, Travis, AppVeyor, CMake

Education

2016 – Present

MComp Computer Games Development – UCLan

Fourth Year

Modules: Advanced Games Dev, Computer Games Engineering, Team Project, Individual Masters Project.

Third Year

Overall 83%. Modules: Games Dev 2 (76%), Maths and Tech for Games (81%), Object Oriented Methods in Computing (98%), Games for the Internet (75%), Double Project (84%).

Second Year

Overall 84%. Modules: Games Dev 1 (90%), Software Development (66%), Adv Programming With C++ (94%), Professional Skills (81%), Computer Graphics (89%), Software Engineering Practices (77%).

First Year

Overall 87%. Relevant modules: Games Concepts (97%), Computing Skills (74%), Programming (100%), Intro to Programming (90%), Networking (93%).

2014 – 2016

Garforth Academy 6th form – A Level Grades

Maths – A, Double IT – BB, Physics – C*

2009 – 2014

Garforth Academy – GCSEs

9 GCSEs A – C*

Employment

2019 July – Sept

BossAlien – Summer Internship

- Spent the first half of the internship on the systems team working on core functionality for the game and writing an Unreal Engine plugin to speed up development of parts of the project.

- On second half of the internship I was in the gameplay team where my time was split between fixing bugs and implementing new features in the game.
- I worked closely with UI designers to produce mobile friendly user interfaces which scale properly across all the top iOS + Android devices.

2018 July – August

Web Applications UK – Summer Internship

- Underwent two weeks of training in programming, databases, version control and specific systems the company uses. In addition to the initial training, I also completed a one-day professional communication course.
- The three summer interns were put on a development project where we underwent the standard process of drafting up the system requirements, writing the specification, developing the system and testing the system.
- Engaged with the community where we went to local community centres and taught young kids how to program robots.

2015 July – August

Leeds Building Society – Summer Internship

- Purchase ledger recording transaction records and invoices accurately.
- BI Department developing skills in databases and analysing data.

2015 June

HSBC – One-week work experience

- Software department shadowing meetings and working on a small web project.

Other Experience/Achievements

Sumo Digital Rising Star Finalist 2018

- Came 2nd place in the Games Programming competition, which is open to students studying a computer-related university course who are not yet in their final year.
- The competition consisted of three stages: The Skills Assessment, The Dev Project and The Interview.
- Five finalists go through to the final interview stage with leading industry experts on the panel.

Freelance website development

- Notable examples include an advanced file upload system with user accounts and a pupil booking system for a piano teacher.

Duke of Edinburgh bronze award

- To complete the award, you are required to volunteer, train in a physical sport and complete the final camping trip.
- Volunteered at my secondary school's library daily.
- Swam for the City of Leeds where I underwent training in technique, stamina and speed.
- Completed the final assessed camping trip, helping to lead the group to the destination.

PWC Business Insight Day

- Developed essential employability skills for interviews and psychometric tests.
- Networked with other students on the day in a professional manner.

Hobbies and Interests

My competitive spirit and dedication to learning developed through representing the City of Leeds Swimming Club for 5 years, training as much as 8 times per week and competing at County, Regional and National level.

I have competed in multiple Rubik's Cube competitions over the past 4 years, including the 2017 World Championships in Paris, and various UK Championships, where I made the final for the 4x4 event. My current personal best time for solving a standard 3x3 cube officially is 7.7 seconds.

In addition to these hobbies, I am a keen computer programmer and enjoy developing websites, applications, and especially games in my spare time. I have skills in a range of technologies that I have learnt over the past 9 years, from when I first realised my passion.

References

Available on request