MATTHEW DAVEY

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📍 Peterborough, Ontario, Canada

Upbeat, hard-working, and versatile software engineer with a focus on innovation.

☰ PROFILE

Senior game developer with over 15 years experience in and around the games industry, with more than 100 shipped projects. Deep history with **Unity**, recognized as an expert solutions provider for complex problems. Engine agnostic, an active contributor to the **Unreal Engine** codebase as well as other open-source projects.

☰ EXPERIENCE HIGHLIGHTS

● **FOUNDER / LEAD ENGINEER**
dotBunny   JUNE 2006 - PRESENT
Manage and run day-to-day operations of a group of highly skilled industry contractors. dotBunny provides white-label professional services to a wide variety of clients in and around the games industry.

● **LEAD CONSOLE ENGINEER**
inXile Entertainment   SEPT 2019 - PRESENT
Primarily focused efforts on **Wasteland 3** (Unity/C#), directing optimization and console development. Providing high-level engineering direction, planning, support, education, and mentorship.

● **PRINCIPAL ENGINEER**
OtherSide Entertainment   DEC 2018 - AUG 2019
Worked with multiple teams on numerous initiatives, including an **Unannounced Project** (UE4/C++) and **System Shock 3** (Unity/C#). Providing high-level engineering direction, planning, support, education, mentorship, and staffing advice.

● **SENIOR ENGINEER**
OtherSide Entertainment   MAY 2018 - DEC 2018
Engaged originally to provide audio integration development and support. Responsibilities quickly expanded to refactoring and owning numerous systems on the project, transitioning into a senior role supporting the team as needed on **Underworld Ascendant** (Unity/C#).

● **PARTIAL-LOAD FACULTY, SCHOOL OF TRADES & TECHNOLOGY**
Fleming College   SEPT 2017 - JAN 2018
Worked with a local post-secondary establishment to alleviate a staffing challenge. Worked with the learning design support team, creating course content, which was both engaging and relevant. Course load included Operating Systems Theory (COMP237), Advanced Operating Systems (COMP500) and Hardware Interfacing (COMP551).

● **SYSTEMS & INTEGRATION ENGINEER**
inXile Entertainment   MAY 2014 - NOV 2016
Initially engaged to provide audio integration development and support. Responsibilities rapidly expanded to encompass narrative and UI based systems as well as providing additional engineering solutions as needed on **Torment: Tides of Numenera** (Unity/C#).

☰ VOLUNTEER HIGHLIGHTS

● **AUDIO PROGRAMMER**
inXile Entertainment   NOV 2017 - JAN 2019
Supported the audio team providing high-level engineering direction and support on **Bard's Tale 4** (UE4/C++) and **Wasteland 3** (Unity/C#). Rapidly troubleshooting showstopper issues, providing efficient and straightforward solutions.

☰ SKILLS

GAME DEVELOPMENT
Unity · C# · .NET · Unreal Engine 4 · C++ · C · Python · Prototyping · Wwise · Substance · Perforce · GIT · Procedural Content · Multiplayer · Gameplay · VCS · TDD · OOP

PROJECT MANAGEMENT
Process Improvement · JIRA · YouTrack · Hansoft · Staffing · Business Analysis

SYSTEM ADMINISTRATION
TeamCity · Jenkins · Automation · PowerShell · AWS · Bash · Perl · TCL

NETWORK ADMINISTRATION
SDN · Security · UniFi

WEB DEVELOPMENT
JavaScript · JSON · AJAX · SQL · XML · PHP · HTML

☰ MORE INFO

· reapazor.com
· linkedin.com/in/matthewdavey