

Profile

Personal Details



Name :

Matthew James Davey

Date Of Birth :

1984

Address :

Peterborough ON
Canada

Phone :

Email :

reapazor@gmail.com

Website :

http://www.reapazor.com

Highlights

Talking Points

- 13+ years of experience in the games industry
- 8+ years working with the Unity Game Engine
- Worked with a wide range of companies from Fortune 100's to the US Army
- Acting advisory board member for different post-secondary academic institutions
- 100+ shipped projects!

Experience

Relevant Experience

2006 - Present | dotBunny Inc.

Position : President & Founder

Manage two distributed teams of "rockstar" games industry professionals in creating new and innovative game properties and custom solutions for clients/publishers the likes of AMD, Best Buy, Funcom, Mattel, the NHL, Proctor & Gambel, Sears, Starbucks and Ubisoft. Continue to play an active role in development on ground breaking projects.

Complete client list available @ <http://dotbunny.com/services/clients/>

2007 | Best Buy Co., Inc.

Position : Senior Software Engineer

Transitional position after the final acquisition of GameDaemons with primary responsibilities including further development of hardened online transaction systems as well as providing additional development support to business services division.

2002 - 2007 | GameDaemons

Position : Development Lead

Joined during pre-startup phase and carried forward through all corporate acquisitions; responsibilities were not limited to game related development. Responsible for the creation of a military-grade fault tolerant remote procedure system as well as many other hardened transaction systems currently used by major online vendors.

Education

Higher Learning

2003 - 2007 | Trent University

Computer Science & Philosophy

Proficiencies

Complete list available @ <http://www.reapazor.com/>

Game Engines :

Unity ★★★★★

Unreal ★★★★★

Software :

Maya ★★★★★

Modo ★★★★★

Photoshop ★★★★★

ZBrush ★★★★★

Programming Languages :

C++ ★★★★★

C# ★★★★★

Javascript ★★★★★

PHP ★★★★★

Python ★★★★★

SQL ★★★★★

Unreal Script ★★★★★

Achievements

Not Everything Is About Money

2014 | Game Making Democratization Mentorship

From providing guidance and advice to young developers, open sourcing large libraries of core functionality, to providing videos/livestreams of the entire development process, I have found great satisfaction in assisting anyone in taking their visions and making them a reality.

2013 | Tough Mudder Determination

Completed "probably one of the toughest event on the planet"®. Proving yet again, you can do anything you set your mind too, assuming your body can too.

2006 | Unity Power User Awesome-ness!

I have been using and evangelizing the Unity engine almost every day since 2006, and am part of numerous internal groups (Alpha, Beta, BlackBerry, and PS3).

Interests

All Work And No Play



Music



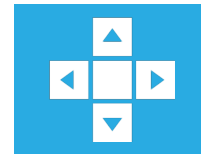
Cooking



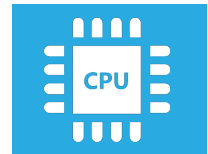
CrossFit



Movies



Games



Technology

References

More Available Upon Request

Alexander Brandon Funky Rustic Position : President

"Matt has a knowledge of the Unity engine that is second to none, and his speed and detailed work were very impressive on our project. He's passionate about games and has gone to great lengths to make his clients happy. When it comes to solving problems he has been able to come up with multiple contingencies in a time critical live game release and implement in minutes. I'd recommend him on any project."

Phone : [REDACTED]
Email : abrandon@funkyrustic.net

Robin Southern Vida Systems Position : Development Lead

"I have not met anyone with a better knowledge and understanding of Unity3D than Matthew, his skill set is unsurpassed. He frequently comes up with great ideas and solutions to programming problems and provides a wealth of knowledge outside of Unity as well. Matthew is not afraid to stand up and voice his or his teams concerns. I am very confident that Matthew will exceed any expectations in any work offered him."

Phone : [REDACTED]
Email : betajaen@ihoed.com

Justin Head GameDaemons Position : Founder

"As the founder of Game Daemons, I managed Matthew's responsibilities. He was one of the first employees and was an instrumental part of the company's success as a startup. He excelled in all areas. I could continue on with examples of his high achievements; however I think the loudest praise I could share about Matthew is the that I asked him to join me with the startup of my current company."

Phone : [REDACTED]
Email : justinshead@gmail.com



2013 | Hydrogen Framework Open Source Project

Giving back to the wonderful community, dotBunny has released its own internal framework for public consumption. My roles include development, documentation and code review/analysis for the project.



2011 | Cirque Du Noir Unique Peripheral System

Utilizing unreleased third party peripherals, a dark and creepy experience was crafted to demonstrate their functionality. My roles included development and project management.



2010 | Flight of the Kelvins Educational Game Development

The creation of an engaging educational experience teaching children about the complexities inside of the human body. My roles included development, game design and project management. Initially released as a web browser title, it was later ported to arcade units deployed in schools.

This project was featured by Unity in the 2011 Demo Reel made available at GDC; it also appeared throughout GameTrailers' video interview with David Helgason.



2012 | Initium Rapid Prototyping POC

An experimental project with numerous industry veterans to demonstrate what can be done with a skilled distributed team in a short period (2 weeks) of time. This project was shown off at GDC 2012 and led to numerous engagements with different industry companies.

My role primarily focused on development, but branched out occasionally into game design. Management for this project was done collaboratively as an experiment.



2014 | CG Cookie Tutorials Education

Creation of educational content for the Unity section of this established digital education hub on a variety of topics for both paid and free members.

My role encompassed topic selection, planning, execution, recording and post production.