

Matthew Sheeres

Date of Birth: 02.12.94

13 Reynolds Lane, Tunbridge Wells, Kent, TN4 9XJ

Mobile: 07772 434054

Email: mattsheeres@gmail.com

Website: www.matthewsheeres.com

Statement

Passionate programmer with experience in Unity, C#, C++ and an enthusiasm for gameplay programming and overall user experience. Eager to improve and gain new skills by working alongside established members of the industry. An avid gamer that enjoys a broad-spectrum of genres and interesting gaming innovations.

Skills

- Proficient in C# and some knowledge of C++
- Familiar with Git source control software
- Used Redmine issue tracking and project management tool
- Experience in object oriented programming
- 2 years' experience using Unity Engine
- Experience with Visual Studio and Monodevelop
- Familiarity with Virtual Reality hardware (Oculus Rift and Playstation VR)
- Good communication skills
- Excellent at problem solving and bug fixing
- Good knowledge of PC hardware

Previous Positions

AKA London - March 2018 – Present

Temporary Admin Support

- Generating estimates, using the job database, supplying advertisements to publications and scheduling system for the design studio.
- Creating and maintaining various cost and time spreadsheets for analysis.

GrandLine Studios - October 2017 – March 2018

Volunteer Game Programmer Internship

- Worked alongside an experienced senior programmer as part of a team and contributed towards development of a mobile game using Unity, C# and Unity plugins such as Playmaker.
- Tracked issues through Redmine that were assigned by the Project Leader and pushed changes made to the Git server.
- Worked on implementing UI, game systems, tweaks to gameplay and debugging.

Education

Kingston University, London - September 2014 - July 2017

First Class BSc. (Hons) Computer Science (Games Programming)

Third Year Modules

- **Dissertation (70%)** - Basic Real Time Strategy game made in Unity inspired by old classics from the genre and more modern popular games.
- **Game Creation Processes (72%)** - Team projects creating a mobile game and a console game in Unity alongside artists.
- **Optimised Programming for Game Devices (68%)** - Making C++ DLL's, Unity shaders, learning about various areas of optimisation, and using mobile sensors in games.
- **Computer Vision, Graphics and Image Processing (77%)** - Exploring the various applications of coding in MATLAB.

Kingston University, London - September 2013 - July 2014
Computing and Mathematics Foundation Year

St Gregory's Catholic Comprehensive School - September 2006 - July 2013
3 A Levels – ICT, Business Studies, Biology
12 GCSE's (Grade A-C)

Recent Projects

Ladder Up – Mobile Game at GrandLine Studios

- Game Programmer Intern
- Made with Unity, C#, Source Control and an Issue Tracker

Drone Dash – Mobile Game (Team of 4 including a producer, programmer and two artists)

- Programmer
- Made with Unity, C#

A.P Terra – Playstation VR Game (Team of 6 including a producer, programmer and four artists)

- Programmer
- Made with Unity, C#
- PSVR Headset

Interests

- Some of my favourite games: Path of Exile, Overwatch, Bioshock, Playerunknown's Battlegrounds, Counter Strike, Age of Empires 2, Stronghold Crusader, Mario Kart
- Building Computers
- Cycling

Reference

Seungbeom Roh – Lead Programmer/ Internship Mentor
Email: arcus@gmail.com

Jim East – AKA Studio Workflow Manager
Email: jimeast@akauk.com