MATTHEW WILLIAMSON

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SUMMARY

With over seven years in game development, my focus is on creating impactful software within serious gaming and training applications. My skills in C#, .NET, Unity3D, C++, and SOLID principles, alongside five years as a game programming instructor, have allowed me to contribute significantly to both traditional and non-traditional platforms. Passionate about "games that matter," I aim to deliver meaningful solutions, combining my dedication to the craft with the dynamic energy I bring to collaborative team environments.

PROFESSIONAL EXPERIENCE

American Gaming Systems   **Remote**
Senior Software Engineer   *November 2022 - August 2023*
- Developed asset import tools to facilitate the conversion of existing assets, including bink animation and legacy prefab systems.
- Developed touch interface support for legacy projects to enable compatibility with newer hardware, ensuring seamless user experience and extending the lifespan of existing applications.
- Provided guidance to junior developers on SOLID programming principles through code reviews and instructional presentations.
- Resolved bugs and high-priority issues in collaboration with the Quality Assurance team using Agile and Scrum.
- Established and documented coding standards for C# projects, and configured them for utilization in Rider and Visual Studio environments.

Pixel Dash Studios   **Remote**
Senior Software Engineer   *April 2021 - October 2022*
- Developed online currency and multiplayer interaction systems using Playfab to enhance gaming experience and engagement.
- Developed tools using WPF, WinForms, Unity UIBuilder, UXML, and USS to streamline game development processes and enhance team productivity.
- Developed game systems including Stats, Ability, Damage, and Persistence using the .NET framework to enhance gameplay and user experience.
- Identified and resolved UI, Camera, and Inventory system issues on cross-collaboration projects to ensure seamless game functionality and user experience.
- Managed and maintained code utilizing centralized (SVN, Perforce) and distributed (GIT) version control systems, while providing mentorship to junior developers.

CGI   **Lafayette, LA, USA**
Software Developer   *September 2019 - April 2021*
- Utilized object-oriented programming (OOP) principles to improve code readability and maintainability for back-end development.
- Conducted code reviews and mentored developers to improve code quality and ensure adherence to best practices for development.
- Participated in the architecture and database design for external data integration services to support development.
- Developed, tested, and deployed tools and features using Spring framework with Java, Python, and JavaScript to improve code readability and maintainability for back-end development.

Academy of Interactive Entertainment   **Lafayette, LA, USA**
Head Programming Instructor   *March 2015 - September 2019*
- Developed curriculum with game industry standards in C# and C++ for graphics programming using OpenGL and WPF, also incorporating Python for advanced topics.
- Delivered lectures and assessed student performance in class, lab, homework, and projects.
- Led community outreach projects like Artcade and iFest to enhance the learning environment and promote industry connections for students.
- Facilitated connections between students and industry professionals to provide hands-on, realistic work experience opportunities.

Lefthanded Games Studio, LLC.   **Remote**
Software Developer   *July 2015 - July 2017*
- Engineered a robust Dialogue plugin for Unity, reducing Game Designers' asset creation time from 1 hour to 10 minutes
- Engineered and integrated a holistic damage and health system leveraging custom event systems and editors for seamless event generation and reception
- Collaborated with Game Designers and Programming Lead to conceptualize, scope, and strategize gameplay features

Louisiana Immersive Technologies Enterprise (LITE)   **Lafayette, LA, USA**
Software Engineer   *January 2013 - May 2015*
- Led projects to develop custom applications in Unity for the Louisiana Science Museum, incorporating animation and immersive experiences.
- Rapidly prototyped VR concepts for Oilfield simulation using Oculus/Unity, integrating animation and IOT devices for immersive experiences.
- Created tools in Maya using Python to bake AI simulations into FBX animations, enhancing the animation pipeline.
- Collaborated with Sr. Developers to fix gameplay and build bugs in Unity, focusing on animation and user experience

- Implemented user interfaces using custom tools such as NGUI in Unity, emphasizing animation and interactive design.

PROJECTS & OUTSIDE EXPERIENCE

Wasteland 3 : The Battle of Steeltown | Pixeldash / Inxile — Remote
Software Engineer   *April 2021 - August 2021*
- Identified and resolved UI, Camera, and Inventory system issues on cross-collaboration projects to ensure seamless game functionality and user experience.
- *Link to project*

The Walking Dead: Last Mile - Pixeldash / Pipeworks — Remote
Software Engineer   *February 2022 - July 2022*
- Developed tools using WPF, WinForms, Unity UIBuilder, UXML, and USS to streamline game development processes and enhance team productivity.
- *Link to project*

Lobodestroyo
Software Engineer   *July 2015 - July 2017*
- Engineered a robust Dialogue plugin for Unity, reducing Game Designers' asset creation time from 1 hour to 10 minutes
- Engineered and integrated a holistic damage and health system leveraging custom event systems and editors for seamless event generation and reception
- Collaborated with Game Designers and Programming Lead to conceptualize, scope, and strategize gameplay features
- *Link to project*

Frank's International Immersive Training | LITE — Lafayette, LA, USA
Junior Software Engineer   *June 2014 - December 2014*
- Responsible for UI implementation and Interaction Systems.
- Created test plans and recorded feedback from user experiences.
- Responsible for Asset Integration and Import.
- Implemented game flow, job execution, and all tasks within each job.
- *Link to project*

Unity Workshop Mobile Development
Unity Certified Instructor   *November 2018 - December 2018*
- Delivered two week workshop on Intermediate 2D mobile games for Ubisoft in Abu Dhabi
- *Link to project*

EDUCATION

University of Louisiana - Lafayette — January 2009 - August 2015
Bachelor's, Computer Science

Remington College — January 2003 - January 2005
Associate's, Computer Networking

CERTIFICATIONS

Unity Certified Instructor
https://www.youracclaim.com/badges/6b90ad22-a14a-4bf2-b995-6d773fa48a3d/linked_in_profile

Unity Certified Professional: Programmer
https://www.credly.com/badges/bd7ab85a-e9b9-46c8-84e8-93fa936eda21/linked_in_profile

Unity Certified Developer
https://www.youracclaim.com/badges/766ac97e-148a-4cca-9505-1911046b8493/linked_i

SKILLS

Skills: C/C++, C#, .NET, Agile, Python, Data Structures & Algorithms, Graphics, User Interface, Java, Rider, Visual Studio, Tools, Smalltalk, Scheme, Prolog, Behavioural AI, State Machines, Object Oriented Programming, SOLID, Design Patterns, HTML/CSS, Web Development, WebLogic, Android Development, Animation, ASP.NET, Canva, Git, Subversion, Scripting, Product Design, Objective-C, JSON, GraphQL, Graphic Design, Gradle, Google Cloud Platform, JUnit, MySQL, OpenGL, PowerShell, Software Testing, SCRUM, REST APIs, React.js, Product Management, PowerPoint/Keynote/Slides, PHP, PCI-Express, Operating Systems, OpenCV, NumPy, Node.js, Maven, Marketing, Management, JIRA, Jenkins, JavaScript, Information Architecture, Data Science, Development Operations (DevOps), Blender, AutoCAD, AWS, Applicant Tracking Software (ATS), Adobe Photoshop