

Matthew Harris

07703468220 • mattharris95@outlook.com
<http://www.mattportfolio.co.uk> • <https://azurebound-studios.itch.io>

Personal statement

As a dedicated game designer, I pride myself on my keen attention to detail and commitment to delivering polished, high-quality work. My time spent using different game engines and software including Unity and Unreal has allowed me to learn and adapt during the many varied projects I have worked on, whether alone or as part of a team.

My background in customer service has honed my ability to understand user needs, while my experience as a kitchen and bathroom designer has instilled a creative approach to problem-solving, allowing me to craft engaging and immersive gaming experiences.

Key Skills

- Implementing many aspects of game development, from level design to UI and gameplay programming.
- Working with multiple game engines including Unity and Unreal
- Knowledge of several programming languages including C#, Unreal Blueprints and Lua
- Experience with asset production programs such as Blender, Audacity, Paint.net and DaVinci Resolve.
- Teamwork skills in game projects, work, and other pursuits such as my Duke of Edinburgh awards.

Game Projects

Eco Sanctuary

University & Personal Project (January 2023 – May 2023, August 2024 – September 2024)

Unity 5

Casual Mobile Management – Releasing on Google Play Store

Focuses:

- Designing and programming a simple yet intuitive UI for use on mobile devices
- Programming game functionality including an objective system and saving and loading
- Using Unity Shadergraph to create custom materials
- Producing audio and art assets for use in game
- Designing an Itch.io page to host and advertise the game

Castle Crawler

University Project (September 2020 – December 2020)

Unity 5

2D Dungeon Crawler – PC & Web on Itch.io

Focuses:

- Programming complex systems including inventory management and saving and loading
- Working within constraints set by a simulated client (lecturer, limited assets)
- Using Unity Shadergraph to create custom materials
- Designing an Itch.io page to host and advertise the game

Tomb Of The Elements

University Project (January 2021 – May 2021)

Unreal 4/5

3D Puzzle Adventure – PC hosted on Itch.io

Focuses:

- Creating photorealistic visuals using primarily Quixel Megascans
- Designing levels from greybox to finished product
- Creating 3D assets in Blender and importing into Unreal
- Importing, editing and programming character animations
- Designing an Itch.io page to host and advertise the game

Other Employment

Multiple Roles, B&Q, Cambridge

(December 2019 – April 2024)

Achievements and responsibilities:

- Serving customers in a busy work environment.
- Managing kitchen, bathroom and storage installations from start to finish through great communication with both customers and installers.
- Ensuring deliveries align with customer installations and resolving issues quickly and efficiently.
- Resolving warranty claims and finding the best solution for the customer and the business.

Education

BSc (Hons) Computer Gaming Technology: 1st Class Honors

(September 2018 – May 2023)

Anglia Ruskin University

BTEC Level 3 in Computing: Pass

City & Guilds Level 2 in ICT Systems and Principles: Merit, Pass

(September 2012 – May 2014)

Boston College

GCSE Maths, English and Science, Grades A-C, 5+ others A-D

(September 2008 – June 2012)

Skegness Grammar School

Hobbies & Interests

I have a passion for technology, whether it's keeping up with the latest phone or tablet or building my own computer systems as a hobby. I love spending time at theme parks and am always on the lookout for the next big ride. I also love the outdoors and nature, including hiking and camping, after being a member of the scouting association for more than five years, through which I completed the Duke of Edinburgh Bronze and Silver awards. I enjoy playing Dungeons & Dragons with friends and strangers and find it a great way to meet new people.

References

References are available upon request.