

Matthew R. Stevens

Game Developer

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readme.md:

Hi. My name's Matt. I'm a game developer with a twist. I believe games can contribute to a better world.

I am a programmer with a background in humanitarian game design. I have worked as a developer on 4 commercial indie game projects, from planning and prototyping to launch and live-ops. I have designed 15 learning games for clients including the Red Cross, the United Nations, and the Canadian Government.

I love working in diverse and talented teams to create meaningful, memorable experiences that leave players changed.

Portfolio:

<https://matthew-r-stevens.ca/>

<https://github.com/LLST-Learning-Games>

<https://llst.itch.io/>

<https://www.linkedin.com/in/matthew-r-stevens/>

Key Skills:

C# // C++ // Python // Unity // Unreal // Godot // SDL2 // Android + iOS build pipelines // systems architecture // Git // goal-oriented AI // Mirror // Oculus SDK // rapid prototyping // production-level code // Agile + Scrum PM // systems thinking // teamwork // interpersonal communication

Selected Game Projects:

[Disaster Town](#) (iOS and [Android](#), Rogue Harbour): Contributed to architecture, implemented multiple core gameplay systems, and implemented analytics in C#. (2022-present)

[Airport BillionAir](#) (Rogue Harbour): Maintained the live game and managed build pipelines for iOS and Android. Developed modular packages for achievements systems, resource generator data structures, and analytics tools in Unity using C#. (2022-present)

[Unannounced project](#) (Rogue Harbour): Acting project tech lead on a narrative CRPG prototype, making decisions on scope, architecture, art and narrative pipelines. (2023-present)

[Unannounced project](#) (Rogue Harbour): Contributing to design review and architectural planning team on an unannounced free-to-play indie mobile game. (2023-present)

[Frantic Antics](#) (independent): A couch multiplayer prototype designed around innovative ant-based AI and mechanics. Implemented in 3D in Unity with a small team. Placed 2nd in the Quiver Town One Game Jam. (2023)

[RoboBlast2077](#) (independent): A rapid prototype built to explore a procedurally generated cave, using cellular automata and marching squares. Built in Unity using C#. (2022)

[Rescue Tank!](#) (LLST prototype): A retro-style humanitarian learning game inspired by Atari and DOS classics, developed to learn SDL2 and basic principles of engine development in C++. (2022)

[Asteroids Pwnt](#) (independent): A high-paced clone of *Asteroids*, built in Godot with GScript, a scripting language based on Python. (2021)

For more projects, see <https://matthew-r-stevens.ca/>

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Work Experience:

Rogue Harbour, Director and Game Developer (2022 – present):

I founded a [learning game development startup](#) for humanitarian clients. While there, I:

- Developed production-quality code on four major titles, two published, two in production, using C# and Unity.
- Consistently rose to the shifting requirements of a small team, rapidly taking on additional tech and PM responsibilities as required.
- Served as acting senior programmer on a live project, responsible for builds and submissions to Android and iOS stores.
- Served as acting project tech lead on a narrative CRPG prototype, making architectural and scope decisions with minimal oversight.
- Built modular packages for the company's internal library, using clean code following C# standards. Encouraged the improvement of in-house standards.
- Implemented core game systems, designer tools, and UI.
- Contributed to pre-production architectural scoping team on new projects.
- Took part in projects at all major stages in their lifecycles.
- Proactively participated in a small team, taking on different tasks and learning new skills as needed and taking pride in our work.
- Actively took part in building a healthy, happy team atmosphere, for example by planning events and encouraging teammates to take part in a game jam.

Lessons Learned Simulations and Training, Director and Game Developer (2018 – 2022):

I founded a [learning game development startup](#) for humanitarian clients. While there, I:

- Designed more than 15 learning games with more than 10 clients around the world, including Europe, the Middle East, and Africa.
- Carried out [research on the global effectiveness of learning games](#), facilitating digital and table-top learning games in 8 workshops with 100+ international participants on four continents.
- Co-developed and delivered an 8-month [online course on learning game design](#) for 40+ humanitarian educators in Jordan, who created 16 learning games. Grant-funded from the Canadian Government.
- Organized and oversaw 10+ large in-person "MegaGames" for more than 200 participants in museums, heritage buildings, and universities.
- Managed projects, teams, finances, and legal compliance of a startup.

International Humanitarian Project Manager (2008 – 2017)

Since 2008, I worked for various humanitarian organizations around the world as a Project Manager and Country Director. In these roles, I:

- Made data-driven decisions, wrote annual grants and reports.
- Managed projects and multicultural, multilingual teams of up to 32 people.
- Lived and worked in countries like Syria, Egypt, Jordan, Peru, and Switzerland.

Selected Education and Training:

Computer Science Open Study, Douglas College (Jan 2022 – Aug 2022)

Unity Certified User: Programmer, Unity Technologies (2020)

MA, Human Geography / Refugee Studies, York University (2013 – 2017)

BA, Creative Writing, University of Alberta (2003 – 2007)

BEng, Computer Eng (Incomplete), University of Alberta (2002-2003)