



MATTHEW R. STEVENS

Gameplay Programmer //
Technical Designer

Contact:

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Vancouver, Canada

Key Skills:

C# // C++ // Python // Git

Unity // Unreal //

Godot // SDL2 // VR //

GOAP AI // multiplayer //

rapid prototyping //

production-level code //

Agile + Scrum PM //

teamwork // communication

interpersonal skills //

professional writing //

Portfolio:

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

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

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

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 worked on 5 commercial indie game projects (3 shipped), from pre-production and prototyping to launch and live-ops. I founded my own educational game studio, designing 15 learning games for clients such as the Red Cross and the United Nations. I have 7 years of experience in games, with 2.5 years programming for indie studios.

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

Game Development Experience:

All Seeing Eye Games, Senior Programmer and Grantwriter (2024):

- Supported in an application to the CMF Prototyping Program, including team recruitment and budget.

LBC Studios, Software Engineer (2024):

- Contributed to modernization and modularization of legacy code to support ease of rapid reskinning, using C# and Unity.
- Converted pre-loading asset bundle pipeline to asynchronous, dynamically loaded addressable assets.
- Encouraged the improvement of code review practices.

Projects: Hempire ([iOS](#) and [Android](#))

Rogue Harbour Game Studio, Programmer (2022 - 2024):

- Developed production-quality code on 4 major titles, 2 published, 2 in production, using C# and Unity.
- Served as acting project tech lead on a narrative CRPG project prototype, making architectural and scope decisions with minimal oversight.
- Served as acting senior programmer on a live project, responsible for maintaining build pipelines and submissions to Android and iOS stores.
- Contributed to pitching of prototypes to publishers.
- Consistently rose to the shifting requirements of a small team, rapidly taking on additional tech and PM responsibilities as required.
- Built modular packages for the company's internal library, using clean code following C# standards.

Projects: Viridia (Unreleased CRPG), Airport BillionAir ([iOS](#) and [Android](#)), Disaster Town Tycoon ([iOS](#) and [Android](#))

[Lessons Learned Simulations and Training](#), Director and Game designer (2017 - 2022):

- Founded a learning game development startup for humanitarian clients.
- 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 impact of learning games](#), facilitating digital and table-top learning games with 100+ participants on four continents.
- Co-developed and delivered an 8-month [online course on learning game design](#) for 40+ humanitarian educators in Jordan, who developed 16 learning games.
- Organized 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)

- 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 Independent Projects:

[Once Upon A Time In The West](#): A portable core submodule for the quick development of 2D point and click adventures in Unity. (2024)

[Elysian Engine](#): In-process Implementation of a 2D game engine framework using object/component architecture in C++ and SDL2. (2023)

[Frantic Antics](#): A couch multiplayer prototype designed around ant-based AI and mechanics, using Unity and C#. Placed 2nd in the Quiver Town One Game Jam. (2023)

[Evasive Thoughts](#): Tech lead on an endless runner with a strong narrative component, built in Godot over one week. (2024)

Selected Education and Training:

[Open Courses in Computer Science](#), Douglas College (2022 - 2023)

[MA, Human Geography / Refugee Studies](#), York University (2017)

[BA, Creative Writing](#), University of Alberta (2007)

[BEng, Computer Eng \(Incomplete\)](#), University of Alberta (2002-2003)

Vancouver GameDev Community Mentoring and Volunteering:

[XP Indie Biz Connect, XP Gaming with DigiBC](#), Volunteer (2024)

[Douglas College GameDev Program](#), Guest Speaker (2024)

[Vancouver Game Garden](#), Volunteer (2024)

[Deventure Incubator, Quiver Games](#), Industry Mentor (2024)

[bigTEAM Community](#), Active Member (2024)