MATTHEW R. STEVENS

Senior Gameplay Programmer

Contact:

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Vancouver, Canada

Key Skills:

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

Unity // Unreal //

Godot // SDL2 // VR //

Yarnspinner // Articy //

build pipelines //

systems architecture //

rapid prototyping //

production-level code //

Agile + Scrum PM //

teamwork // communication

interpersonal skills //

professional writing //

Portfolio:

matthew-r-stevens.ca/

llst.itch.io/

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 6 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 game programming, with 2 years at a senior level.

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

Game Development Experience:

Simply Sweet Games, Senior Programmer, P/T (2024):

- Recently joined an indie startup on a temporary contract to support with build pipeline streamlining and feature implementation.

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.
- Promoted the implementation of code reviews and coding standards.

Projects: Hempire (iOS and Android)

All Seeing Eye Games, Grantwriter (2024):

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

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.
- 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)