

Matthew Denny

Portfolio Website: www.mattdenny.net Email Address: available on request

Live in: West Sussex further address information available on request

Personal Profile

I am an adaptable hardworking graduate who is a fast learner and always willing to improve. Currently seeking a graduate or entry-level position in a design or technical based discipline within the game industry. I am a versatile graduate who has good working knowledge of many industry leading software applications such as, Unity 3D, Adobe Photoshop, Microsoft Visual Studios, Microsoft Office and UE4.

I take great pride in my work, always willing to take on constructive criticism to improve the quality of the work and to make sure it fits the design brief. Having been an avid gamer from a young age I have developed a great passion for the gaming industry. Throughout my time at university I acquired a lot of experience working under industry structure conditions through my roles as a junior designer and senior technical designer on the Collaborative Game Development and testing modules. I have experience in designing publishable games to a brief, in which I reached my goal to publish my mobile game "Exo-Moon" to the IOS and Google play stores.

Skills

- Experienced and knowledge in C-Sharp.
- Vast knowledge and experience working in Unity3D.
- Experience in mobile games development.
- Vast Experience with using Adobe Photoshop
- Experience in Designing games to a brief.
- Experience in level design
- Experience in AI development.
- Vast knowledge and experience in using UE4 and Blueprint Visual Scripting.
- Experience in using Jira and confluence
- Gameplay loop design and prototyping
- Designing gameplay elements
- Microsoft Office

Education and Qualifications

Staffordshire University 2018-2019

MSc (Masters) 3D computer games design Grade: Distinction

- MSc Project and portfolio: 70%
- Masters collaborative project: 78%
- Advanced character prototyping: 77%
- Advanced vehicle and weapon prototyping: 73%
- Advanced games environment design and research: 71%

Staffordshire University 2014-2017

BSc (Hons) Computer Gameplay Design and Production Grade: 1st

Level 6 Modules Taken:

- Individual Games Technology Project: 78%
 - Independently designing and developing a fully prototyped game to a contracted brief.
 - Using UE4.
- Independent Games Technology Portfolio: 76%
 - Developing a games specific portfolio website along with a new portfolio project piece of work to display on site.
- Senior Collaborative Game Development and Testing: 68%

- Experience gained managing a team under industry conditions to develop a game within a structured team.
- Advanced Games Prototyping and AI Scripting: 80%
 - Learning how to prototype new content in a framework (N.O.X) inside Unity.
 - Scripting new AI controllers and behaviors within the N.O.X framework using C-Sharp.

Level 5 Grade: 1st/85%

Modules Taken:

- Advanced 3D games Engines: 87% - 3D games prototyping within UE4 and blueprint scripting.
- Social and Mobile games: 86% - Scripting in C-Sharp via unity, developing a publishable game for mobile.
- Junior Collaborative Game Development and Testing: 74% - Working with 3rd year students to develop a prototype game
- Gameplay Application: 92% - Gameplay development, experience in working with a team to create multiple games over the year.

Level 4 Grade: 2:1/68%

Modules Taken:

- Introduction to 3D Games Engines
- Introduction to Games Design
- Narratology for Games
- Introduction to Realism in Games and Militainment

Staffordshire University 2013-2014

HND Games Design Foundation Level 3 Grade: 2:1

Haywards Heath College 2010–2013

Three A-levels from C to B, BTEC Diploma Business Studies: Merit Grade.

Date 2005-2010 Oat-Hall Community College Level 2

ICT AIDA: Pass grade, Eight GCSE's with C's in English and Math.

Employment / Work experience

11/ 2018 – 09/2019: Evan Cycles where I worked as an Assistant parts administrator where I worked professionally as part of a team. Working to maintain and develop new pages for a commercial website.

01/2017- 05/2017: UI scripter and IOS publisher at the university's game studio Digital Kiln, where I worked on the mobile game Tipple. Also QA tested the up and coming "Rocky Horror Show" app for the studio Rocket Lolly.

06/2015 – 06/2016: During the summer in-between, my degree I worked for SKS Tool Supplies LTD. Working in the office as a temp, allowed me to gain experience in managing quotes and invoices for two weeks in 2015. I also gained experience adding and updating products on the companies' ecommerce website.

2011 – 2013: I have worked part time at Sainsbury's in Haywards Heath, whilst attending college. Working as a checkout cashier and a customer service assistant.

Interests and Activities

Playing video games in my spare time helps me to broaden my knowledge of the gaming industry. I like to play a variety of genres ranging from RPG's, MNO's and third/first person shooters to mobile platform and top down games. I like to practice my knowledge by developing different technical gaming projects and mobile projects as well. Although the gaming industry is my main passion in my life I also enjoy athletic activities such as snowboarding and cycling. I am currently teaching myself C++ through an online U-demy course and I have full, clean driving license and car.

Referees available on request
