

# MATTHEW CORMACK

## GAME DEVELOPER

## PORTFOLIO

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## SKILLS

- Programming** - Games and applications created using **Garry's Mod**, **Unity**, and **Otter**.
- Optimisation** - Experience with resource-constrained platforms (e.g. **HoloLens**, **Oculus Go**, **Android/iOS**).
- Independence** - Working autonomously in professional and personal environments.
- Teamwork** - **Team prototypes** at **PreviewLabs**, and handling client/contractor communication.
- Shipping** - Projects released for the **HoloLens** and **Oculus Go**.
- Modding** - Originally learned scripting to bring personal game designs to life in **Garry's Mod**.
- Rapidly Prototyping** - Participating in **game jams** and other **short projects**. Professional experience at **PreviewLabs**.

## PROFESSIONAL

<b>Freelance Programmer</b>	-	May 2019 - Current
<b>☛ Invite Only VR</b> - Oculus Go (Unity C#) ↪ 2019 Educational VR game. Renamed and polished for public release.  Developed for <b>Yale University</b> , released on the <b>Oculus Store</b> .	<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Working with existing codebase</li><li>- Contracted to optimise and fix bugs</li><li>- While also adding new features</li></ul>	
<b>☛ (NDA) Auto Battler</b> - iPhone (Unity C#) ↪ 2019 An 8 player deterministic space themed auto-battler for one of the biggest 4X strategy game IPs.  Brought from <b>design to playable</b> .	<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Authoring design documents</li><li>- Gameplay &amp; UI</li><li>- Photon networking</li><li>- Deterministic Simulation</li></ul>	
<b>Game Prototyping Programmer @ PreviewLabs</b>	-	Sep 2016 - May 2019
<b>☛ Famine Ties</b> - iPad/iPhone (Unity C#) ↪ 2018 An educational card game, players must balance their nutritional levels using the cards dealt to survive the Great Famine of Ireland.  For <b>Ireland's Great Hunger Museum</b> , Connecticut.	<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Fixing and finalising game code</li><li>- UI design/implementation</li><li>- Card/gameplay balancing</li><li>- Testing and QA</li></ul>	
<b>☛ Buggy Blasters</b> - HoloLens (Unity C#) ↪ 2017 An online <b>vehicle based</b> capture-the-flag augmented reality game for the HoloLens.  Released on the <b>Windows Store</b> .	<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Gameplay &amp; <b>car controls</b></li><li>- Photon networking</li><li>- Spatial understanding</li></ul>	

## PERSONAL

<b>☛ Heavy Gullets</b> - Garry's Mod (Lua) - ↪ 2018	
A fast paced cooperative rogue-like gamemode for Garry's Mod. Players fight through procedurally generated levels.  Based on <b>Heavy Bullets</b> .	<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Procedural level generation</li><li>- Character controls &amp; weapons</li><li>- NPC behaviours/pathing</li></ul>
<b>☛ Tragic Magic</b> - Custom Arcade Table (Unity C#) - ↪ 2015	
Player's look up spell combos in physical spellbooks, then aim and flick their physical wands to cast digital spells.  <b>IGDA Community Choice Award Dundee 2015</b>	<b>Responsibilities:</b> <ul style="list-style-type: none"><li>- Physical/digital blended game design</li><li>- Leap Motion Controller input</li><li>- Gameplay/UI programming</li></ul>

## EDUCATION

BSc Computer Games Technology  
Abertay University 2012 - 2016

## REFERENCES

Available upon request