Matt Timmermans

Game Developer

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Professional Summery

I'm a Game Developer with many years of experience as both a hobbyist and a career, with a strong background in Unity and C#. I have a professional attitude and excellent problem solving tools, I'm adept at learning and applying new tools and techniques and taking on new challenges. I worked in a small studio, I designed and published assets to the Unity Asset store and I have self published a solo game to steam.

Employment History

logicandchaos | Developer/Owner | London, ON
2019-Present
- Designed and developed innovative assets enhancing game development experience.
- Built a vector flow-field unit movement system for RTS style gameplay that is able to efficiently control the movement of 100s of gameObjects.
- Crafted an interactive comic system utilizing the canvas, adding new dimensions to storytelling.
- Created an asset for optimizing unity games.
- Created the 1st large number asset for the asset store for working with numbers exceeding 10^123 decimal places.
- Developed a rule engine utilizing fuzzy pattern matching for dynamic dialog and character control systems, that could use finite or fuzzy state machines.
- Created demo for Blue Sky mobile game.

Diving Dove Studios | Gereralist Programmer | London ON
2017-2018
- Used Unity and C# for game development on two mobile games.
- Applied all the artwork for the game to match screenshots from artists.
- Implemented UI functionality according to specifications in GDD.
- Learned new tools and techniques for the job as needed.
- Used javascript and Gamesparks with MongoDB for rudimentary database tasks.
- Created a card creation tool to create cards for the game.
- Logged all my work hours and tasks with Jira.

Employment History cont.

Hilton Hotel | Server/Porter/Bartender | London ON
2008-2011
- Followed diagrams and written instructions accurately to set up rooms for events
- Answered customer's questions and concerns in a timely and appropriate manner.
- Trained and directed new and temporary employees.
- Welcomed guests in a friendly manner.
- Worked with little or no supervision.
- Smart Serve certified.

Education
Video Game Design and Development | Trios College | London ON
2016 – 2018
I graduated top of my class with honours.

Skills

Excellent problem solving skills	Professional attitude
Good computer skills	Fast worker
Prioritizing tasks	Unity
C#	C/C++
Java	javascript
HTML5/CSS	Github

Portfolio
https://triosdevelopers.com/~M.Timmermans/