

Matthew Christian

Gameplay Programmer

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Summary

Passionate gameplay programmer with shipped-title experience on AAA and independent projects. Proficient in implementing online gameplay systems. Thrives on creating fun, interactive systems that make great games.

Skills

Languages

- C++
- C#
- Java
- Unreal Blueprints

Management

- Agile Methodology
- Scrum
- Waterfall Methodology

Engines

- Unreal Engine
- Unity

Other

- SQL Server
- HTML/CSS

Shipped Title Credits

- Redfall (PC/Xbox Series, May 2023)
- Rune 2 (PC, Nov 2019)
- Survived By (PC, Dec 2018)
- Super Wall Crash (iOS/Android, March 2016)
- Don't Be Dinner (PC, Aug 2014)

Education

Bachelor of Science, Applied Mathematics and Computer Science: Software Development

University of Wisconsin – Stout
(September 2006 – May 2009; Menomonie, WI.)

Associate Degree in Information Technology – Programmer/ Analyst

Northcentral Technical College
(2004 – 2006; Wausau, WI.)

Experience

Game Programmer, Roundhouse Studios

(Nov 2019 – Current; Madison, WI.)

- Assisted in shipping Redfall (PC/Xbox Series) with Arkane Austin
- Implemented preproduction gameplay systems in C++ within a custom engine focused on client-server play
- Developed native C++ versions of various online gameplay and combat systems in Unreal Engine 4

Gameplay Programmer, Human Head Studios

(May 2018 – Nov 2019; Madison, WI.)

- Shipped titles Rune 2 (PC) developed in Unreal Engine 4 and Survived By (PC) developed in Unity 3D
- Implemented gameplay systems and back-end tools centered around client-server multiplayer games
- Assisted UX design and implemented majority of UI for Rune 2 using Unreal Engine 4

Lead Programmer / Owner, Subject Matter Games

(April 2014 – Nov 2019; Madison, WI.)

- Shipped titles Super Wall Crash (iOS/Android) and Don't Be Dinner (PC) developed using Unity 3D
- Implemented flexible, systems-based code in C# for player movement, combat, procedural generation, artificial intelligence, UI, and other game mechanics

Software Engineer, Sentry Insurance

(May 2009 – May 2018; Stevens Point, WI.)

- Launched two large-scale web-based policy administration systems using Java and Guidewire Gosu languages
- Performed technical lead role duties including peer code reviews, providing constructive feedback, and driving engineering standards