

Profile

Personal Details



Name :

Matthew James Davey

Date Of Birth :

██████ 1984

Address :

████████████████████
Peterborough ON ██████
Canada

Phone :

████████████████

Email :

reapazor@gmail.com

Website :

http://www.reapazor.com

Highlights

Talking Points

- 15+ years of experience in the games industry
- Worked with a wide range of companies from Fortune 100's to the US Army
- Acting advisory board member for different post-secondary academic institutions
- 134+ shipped projects!
- Awesome

Experience

Relevant Experience

2006 - Present | dotBunny Inc.

Position : President & Founder

Work alongside, and manage two distributed teams of video game industry professionals in creating new and innovative game properties and custom solutions for clients/publishers the likes of Aspyr, Funcom, inXile Entertainment, Obsidian Entertainment, the NHL, Starbucks and Ubisoft. Continue to play an active role in development on ground breaking projects.

Complete client list available @ <http://dotbunny.com/services/clients/>

2014 - 2016 | inXile Entertainment

Position : Systems & Integration Engineer

Worked alongside their internal team from concept to release of a major title; creating core gameplay systems, rendering pipelines, platform specific solutions, internal tools and integrating third party systems.

2002 - 2007 | GameDaemons

Position : Development Lead

Joined during pre-startup phase and carried forward through all corporate acquisitions; responsibilities were not limited to game related development. Responsible for the creation of a military-grade fault tollerant remote procedure system as well as many other hardened transaction systems currently used by major online vendors.

Education

Higher Learning

2003 - 2007 | Trent University

Computer Science & Philosophy

Proficiencies

Relevant Skills

Game Engines :

Unity ★★★★★

Unreal ★★★★★

Software :

Maya ★★★★★

Modo ★★★★★

Photoshop ★★★★★

ZBursh ★★★★★

Programming Languages :

C++ ★★★★★

C# ★★★★★

Javascript ★★★★★

PHP ★★★★★

Python ★★★★★

Ruby ★★★★★

SQL ★★★★★

Achievements

Standing Out From The Crowd

2016 | PTBO Game Jam Founder & Organizer Community Centric

Having been very fortunate in my chosen career, giving back to the community is only second nature. The PTBO Game Jam generates leads and opportunities for others who are eager to break into the industry.

2008 | Single Parent Has Perspective!

Enough said, any parent knows the challenges that you face and lessons that you learn from being responsible for another human being. Parenting continues to be one of the most challenging yet rewarding experience that I have undertaken.

2006 | Unity Power User Awesome-ness!

Used and evangelized the Unity engine almost every day since 2006, participating in numerous internal advisory groups as well as receiving a Unity Certified Developer status in 2016.

Interests

All Work And No Play



Music



Cooking



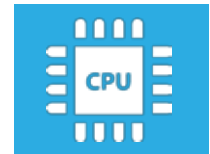
CrossFit



Movies



Games



Technology

References

More Available Upon Request

Alexander Brandon Funky Rustic Position : President

"Matt has a knowledge of the Unity engine that is second to none, and his speed and detailed work were very impressive on our project. He's passionate about games and has gone to great lengths to make his clients happy. When it comes to solving problems he has been able to come up with multiple contingencies in a time critical live game release and implement in minutes. I'd recommend him on any project."

Phone : [REDACTED]
Email : abrandon@funkyrustic.net

Robin Southern Vida Systems Position : Development Lead

"I have not met anyone with a better knowledge and understanding of Unity3D than Matthew, his skill set is unsurpassed. He frequently comes up with great ideas and solutions to programming problems and provides a wealth of knowledge outside of Unity as well. Matthew is not afraid to stand up and voice his or his teams concerns. I am very confident that Matthew will exceed any expectations in any work offered him."

Phone : [REDACTED]
Email : betajaen@ihoed.com

Justin Head GameDaemons Position : Founder

"As the founder of Game Daemons, I managed Matthew's responsibilities. He was one of the first employees and was an instrumental part of the company's success as a startup. He excelled in all areas. I could continue on with examples of his high achievements; however I think the loudest praise I could share about Matthew is the that I asked him to join me with the startup of my current company."

Phone : [REDACTED]
Email : justinhead@gmail.com



2013 | Hydrogen Framework Open Source Project

Giving back to the wonderful community, dotBunny has released its own internal framework for public consumption. My roles include development, documentation and code review/analysis for the project.



2017 | GCAP Democratizing Animation

Creation of a real-time lossless data capture system, funded by the CMF and CNRC. My roles included development, documentation and code review/analysis for this project.



2010 | Flight of the Kelvins Educational Game Development

The creation of an engaging educational experience teaching children about the complexities inside of the human body. My roles included development, game design and project management. Initially released as a web browser title, it was later ported to arcade units deployed in schools.

This project was featured by Unity in the 2011 Demo Reel made available at GDC; it also appeared throughout GameTrailers' video interview with David Helgason.



2015 | VSCode Unity Integration

When Visual Studio Code first came out, we built a unified solution to integrate Unity into its workflow. Microsoft immediately took notice and it became their official Unity workflow for their product. With 250k+ installs, a 5/5 review average on the Unity Asset Store, the project has developed an incredibly supportive community.

My roles include development, documentation and code review/analysis for the project. I am now working with the staff at JetBrains to create an integration for the Unreal Engine into the CLion IDE.



2017 | Torment: Tides of Numenera Latest Game

When inXile Entertainment reached out about working on Torment it was an easy decision. Having consulted on Wasteland, I was already familiar with their teams and happy with the quality of work that they produced. Integrating with their teams at such an early stage allowed for me to make my mark on almost every aspect of the game.

My roles included development of numerous core systems, including audio, batching, rendering, tool development, platform compatibility and UI for this title.