

MATTHEW DAVEY

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📍	Peterborough, Ontario, Canada

Upbeat, hard-working, and versatile software engineer with a focus on innovation.

≡ PROFILE

Senior game developer with over 15 years experience in and around the games industry, with more than 100 shipped projects. Deep history with **Unity**, recognized as an expert solutions provider for complex problems. Engine agnostic, an active contributor to the **Unreal Engine** codebase as well as other open-source projects.

≡ EXPERIENCE HIGHLIGHTS

● FOUNDER / LEAD ENGINEER

dotBunny JUNE 2006 - PRESENT
Manage and run day-to-day operations of a group of highly skilled industry contractors. dotBunny provides white-label professional services to a wide variety of clients in and around the games industry.

● PRINCIPAL ENGINEER

OtherSide Entertainment DEC 2018 - AUG 2019
Worked with multiple teams on numerous initiatives, including an **Unannounced Project** (UE4/C++) and **System Shock 3** (Unity/C#). Providing high-level engineering direction, planning, support, education, mentorship, and staffing advice.

● SENIOR ENGINEER

OtherSide Entertainment MAY 2018 - DEC 2018
Engaged originally to provide audio integration development and support. Responsibilities quickly expanded to refactoring and owning numerous systems on the project, transitioning into a senior role supporting the team as needed on **Underworld Ascendant** (Unity/C#).

● PARTIAL-LOAD FACULTY, SCHOOL OF TRADES & TECHNOLOGY

Fleming College SEPT 2017 - JAN 2018
Worked with a local post-secondary establishment to alleviate a staffing challenge. Worked with the learning design support team, creating course content, which was both engaging and relevant. Course load included Operating Systems Theory (COMP237), Advanced Operating Systems (COMP500) and Hardware Interfacing (COMP551).

● INTEGRATIONS ENGINEER

Aspyr Media MAY 2016 - JUL 2016
Hired to create a custom audio integration for Wwise into an existing project with tight performance requirements. Seamlessly worked with the existing audio team to identify needs and provide solutions for them.

● SYSTEMS & INTEGRATION ENGINEER

inXile Entertainment MAY 2014 - NOV 2016
Initially engaged to provide audio integration development and support. Responsibilities rapidly expanded to encompass narrative and UI based systems as well as providing additional engineering solutions as needed on **Torment: Tides of Numenera** (Unity/C#).

≡ VOLUNTEER HIGHLIGHTS

● AUDIO PROGRAMMER

inXile Entertainment NOV 2017 - JAN 2019
Supported the audio team providing high-level engineering direction and support on **Bard's Tale 4** (UE4/C++) and **Wasteland 3** (Unity/C#). Rapidly troubleshooting showstopper issues, providing efficient and straightforward solutions.

≡ SKILLS

GAME DEVELOPMENT

Unity • C# • .NET • Unreal Engine 4 • C++ • C • Python • Prototyping • Wwise • Substance • Perforce • GIT • Procedural Content • Multiplayer • Gameplay • VCS • TDD • OOP

PROJECT MANAGEMENT

Process Improvement • JIRA • YouTrack • Hansoft • Staffing • Business Analysis

SYSTEM ADMINISTRATION

TeamCity • Jenkins • Automation • PowerShell • AWS • Bash • Perl • TCL

NETWORK ADMINISTRATION

SDN • Security • UniFi

WEB DEVELOPMENT

JavaScript • JSON • AJAX • SQL • XML • PHP • HTML

≡ MORE INFO

• reapazor.com
• linkedin.com/in/matthewdavey