

Darcy Matheson

Game Programmer / Developer

Portfolio: prometheus-76.github.io

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EDUCATION

Academy of Interactive Entertainment, Docklands — University

2021- 2022

Game Programming Course (Full-Time)

- CUA51015 Diploma of Screen and Media
- ICT50120 Diploma of Information Technology
- 10702NAT Advanced Diploma of Professional Game Development

CERTIFICATIONS

2020 - Victorian Certificate of Education (VCE)

2020 - Certificate III in Information, Digital Media and Technology

2021 - Diploma of Screen and Media, CUA51015

2021 - Diploma of Information Technology, ICT50120

2022 - Advanced Diploma of Professional Game Development, 10702NAT

SKILLS

Personal Skills

- Strong love of learning, always willing to respond appropriately to feedback.
- Cooperative team member and effective communicator.
- Great abstract problem-solver, especially in time-pressured scenarios.
- Methodical and effective organisational/time management skills.
- Flexible group member, consistently able to adapt to new challenges and situations.
- Realistic goal setter and great with meeting deadlines.

Technical Skills

Languages

- C#
- C++
- GLSL / HLSL
- HTML + CSS

Software

- Unity Engine
- Visual Studio / VS Code
- Git / SVN Workflows
- Google Workspace / Office 365
- Asana / Trello / Jira
- Discord

Specialisations

- Procedural generation
- Physics
- 3D Maths (vectors, quaternions, etc)
- Gameplay
- UI / UX

Other

- Experience optimising and developing digital games for platforms like PC, Nintendo Switch, Oculus Quest and Android
- Website design and development
- PC hardware / software / OS troubleshooting, installation and repair

EXPERIENCE

Game Programmer - Monotreme Interactive, Contract Work

2022 - Present

Since July of 2022 I have been working remotely with the team at Monotreme Interactive on our debut game for PC and Nintendo Switch. Collaborating alongside our small team of 3-5 people, and being one of the two programmers on the team, I've worked closely with many programming and design aspects of the project including gameplay, physics, UI / UX and audio.

My work so far has involved using Unity and C# for all kinds of scripting and development, but also includes working with FMOD and its integration within the Unity Engine for all the audio used in the game.

System Assembler - Scorptec Computers, Casual Work

2023 - Present

I started at Scorptec Computers in the first half of 2023, assembling, configuring and shipping custom gaming computers as part of a team. While the majority of my work is independent and KPI driven by nature, I also collaborate frequently with others in my department while learning the standard procedures used by the company to ship the best product to the customer.

INTERESTS / HOBBIES

Video Games

I started playing games around the age of 6 and haven't stopped since! I primarily play games on PC, but I've also enjoyed many Nintendo titles on DS, Wii and Switch too. Most of the games I play could be classified as Indie, as I'm a big fan of the smaller, unique experiences that these games provide. Some of my all-time favourites include Terraria, Hollow Knight and Transistor.

Programming

Despite making a career of it, programming and game development remain strong passions of mine. I love the creative freedom that programming can bring, and all that it allows you to accomplish in the process of developing digital games. My view is that programming is the greatest kind of puzzle one can solve, as the only limit for solutions is your own imagination and lateral thinking skills.

Game Jam Events

Game Jams are competitive group events which challenge contestants to work together in teams to design and create a video game from scratch in a short amount of time, usually 1-3 days.

During these events I have acted as project manager, programmer and gameplay designer in teams of 2-5 people.

I have participated in several of these so far, including:

- Ludum Dare 45 (2019, 3 days)
- Game Maker's Toolkit (2020, 3 days)
- 7 Day Rogue-Like (2021, 7 days)
- Australian Global Game Jam (2022, 3 days)

Volunteer Work

I have completed volunteer work by assisting in sausage sizzle fundraisers with Scouts Australia and participating in Relay For Life, helping to raise money for Cancer research and treatment. These activities have taught me about handling money and food, as well as the satisfaction of helping others and contributing to a good cause.

Personal Qualities

I pride myself on my friendliness, integrity and work ethic, which I employ constantly through my interactions with others. I am confident in my abilities and knowledge regarding programming and game development and I am very passionate and driven about improving my personal and technical skills. I am also well experienced with meeting deadlines, and I love working closely with others across multiple disciplines in game development.

References available upon request.