

# Matt Timmermans

Game Developer

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## Professional summary

Game Developer with many years of experience, demonstrating a unique blend of creativity and advanced mathematical skills. Known for designing innovative Unity Assets. Adept at learning and applying new tools and techniques, with a strong background in Unity and C#. Combines a professional attitude with excellent problem-solving skills, ready to drive innovation in new challenges.

## Employment history

### logicandchaos | Programmer/Owner | London ON

Apr 2019 - Present

- Innovatively designed and developed Unity Assets, enhancing game development experience.
- Pioneered a flow-field unit movement system for RTS games, boosting gameplay dynamics.
- Crafted an interactive comic system for Unity, adding a new dimension to storytelling.
- Created an asset for working with numbers exceeding  $10^{123}$  decimal places, showcasing my mathematical skills.
- Developed a troop movement system, using vector flow fields for controlling and synchronizing the movement for 100s of gameObjects.
- Developed rule engines utilizing fuzzy pattern matching for dynamic dialog and character control systems.

### Diving Doves Studio | General Programmer | London ON

Feb 2018 - Nov 2018

- Used Unity and, C# for game development.
- Applied all the artwork for game to match screen shots from artists.
- Implemented UI functionality according to specifications in the GDD.
- Learned new tools and techniques for the job as needed.
- Used Javascript and Gamesparks for rudimentary networking.
- Created a card creation tool to create cards for a game.
- Logged in all my work hours with jira.

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## Employment history

### 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
- Smart serve certified
- Worked with little or no supervision

## Education

### Video Game Design and Development | Trios College | London ON

Jan 2016 - Feb 2018

I graduated top of my class with honours.

### Academic & Career Entrance Program | Fanshawe College | London ON

## Skills

Excellent problem-solving skills

Professional attitude

Good computer skills

Fast worker

Prioritizing tasks

C#

C/C++

Java

Javascript

HTML5/CSS

Unity

## Links

[Portfolio](#)

[Itch.io](#)

<https://triosdevelopers.com/~M.Timmermans/>

<https://logicandchaos.itch.io/>