



Matt Gray: Senior Software Engineer (Technical Designer)

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Objective

Passionate and experienced Technical Game Designer with a strong background in software engineering and game development. A game jam veteran focussed on player-centric design and development.

Skills

- Unity C# (16 years), Unreal C++ & Blueprint (3 years)
- JIRA, Trello, Git, GitLab, GitHub, Blender, Adobe Premiere, After Effects, Photoshop
- Platforms: PC, Android, iOS, Switch, Playstation, XBOX
- Excellent knowledge of Maths and Geometry

Professional Experience

Senior Software Engineer (Technical Designer) - ULTRALEAP - June 2019 - September 2024

- Led technical design on interactive and VR projects.
- Developed prototypes and vertical slices for trade shows.
- Spearheaded the Innovation Award-winning TouchFree product.
- Managed a feature-rich hand tracking Unity Plugin SDK.
- Collaborated with cross-disciplinary teams including engineers, designers, QA, and product managers.

Gameplay Programmer - PLAYWEST - August 2015 - June 2019

- Led programming on projects released on Steam, Switch, PS4, XboxOne, web and mobile.
- Designed and iterated multiplayer games.
- Created "Serious Games" for STEM education and cyber security awareness.
- Mentored interns and junior developers.
- Organized UK's largest Global Game Jam site events.

Education

MSc in Commercial Games Development - University of the West of England

BSc in Games Technology - University of the West of England

Foundation Degree in Creative Digital Media - University of Bath

Personal Projects

PC GAMES

Spirit of a Folk Hero (Unreal C++)

A networked PC game where players are spirits that take control of townsfolk, grab the nearest weapon and defend the town from an onslaught

- Character controller, multi-player, NPC AI, Enemy AI, all areas of design

Village Repair (Unity C#)

A single player PC game where players rebuild a village by gathering resources from magical floating islands

- Character controller, inventory system, interaction system, trading system, teleportation system, dialogue system, saving and loading, all areas of design

MOBILE GAMES (Unity C#)

Penny Pusher - <https://play.google.com/store/apps/details?id=com.GrayMatter.PennyPusher>

- Large physics optimisations, retention system design, player reward design

Drop Merge - <https://play.google.com/store/apps/details?id=com.GrayMatter.DropMerge>

- Balanced monetization design, retention system design

BOARD GAMES

Tunnels of Alors <https://screentop.gg/@03gramat/TunnelsOfAlors>

A dungeon crawler offering simplified RPG mechanics to introduce players to tabletop RPGs

- Character balancing, playtesting, mechanic design

GAME JAMS (Unity C#)

Potions in Motion - https://mattgray.github.io/Projects/Project_potions_in_motion.html

Not Alone - https://mattgray.github.io/Projects/Project_not_alone.html

Prizzy and Orb - https://mattgray.github.io/Projects/Project_prizzy_and_orb.html

War Pigeon - https://mattgray.github.io/Projects/Project_WP.html