

Darcy Matheson

Game Programmer / Developer

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EXPERIENCE

Programmer / Designer - Effort Star Games, Full-Time

2023 - Present

In 2023 I joined the team at Effort Star Games to work on their turn-based roguelike game, “Enter The Chronosphere”. While my primary responsibility was reinventing and maintaining the game’s level generation systems, I also worked on other central gameplay systems, like real-time explosion indicators, smooth aim assist for gamepads and more.

In addition to my work as a programmer, I also contributed to the design of the game in several ways including designing and developing over 20 different challenge runs, prototyping character abilities, fixing gameplay bugs and handling most of the level design content in the game also.

Programmer / Designer - Monotreme Interactive, Contract Work

2022 - 2023

Between 2022 and 2023 I worked from home as part of the small team at Monotreme Interactive on their debut game “Grabimals” for PC and Nintendo Switch. During development, I collaborated on many core programming and design aspects of the game, including gameplay, physics, UI / UX and audio, using both Unity and FMOD.

EDUCATION

Academy of Interactive Entertainment, Tertiary Education

2021- 2022

Game Programming Course (Full-Time)

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

CERTIFICATIONS

2022 - Advanced Diploma of Professional Game Development, 10702NAT

2021 - Diploma of Screen and Media, CUA51015

2021 - Diploma of Information Technology, ICT50120

2020 - Certificate III in Information, Digital Media and Technology

2020 - Victorian Certificate of Education (VCE)

SKILLS

Personal Skills

- Strong love of learning
- Responds effectively to feedback, driven by self-improvement
- Great teamwork and communication skills
- Excellent abstract problem-solver
- Methodical organisational/time management skills

Technical Skills

Languages

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

Software

- Unity Engine
- Visual Studio / VS Code
- FMOD Studio
- Various source control workflows including Git and SVN
- Project management tools including Asana, Trello and Jira
- Google Workspace / Office 365
- Discord

Specialisations

- 3D Maths
- Gameplay
- Procedural generation
- UI / UX
- Physics

Other

- Experience optimising and developing digital games for platforms like PC, Nintendo Switch, Meta Quest 2 and Android
- Website design and development
- Computer hardware & software installation and repair

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. I tend to view programming as the greatest kind of puzzle one can solve, as the only limits to finding solutions are 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.

Volunteer Work

I have completed volunteer work by assisting in fundraisers with Scouts Australia and participating in Relay For Life, helping to raise money for Cancer research and treatment.

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

Sam Mummery

Monotreme Interactive Director

Email: sam@monotreme.io

Phone: 0411 836 978

Finn Morgan

Game Programming Teacher at AIE (Academy of Interactive Entertainment)

Email: fjmorgan@gmail.com