

# Matthew Harris

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## Personal statement

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I am a game developer with experience in Unity and Unreal Engine, specialising in gameplay programming, UI systems, and immersive visual design. Through a range of solo and team projects, I have built skills across procedural generation, optimisation, and content pipelines with the ability to adapt quickly to new tools and technical challenges.

My background in customer service has strengthened my communication and user-focused design skills, while professional experience as a kitchen and bathroom designer has refined my creative problem-solving and attention to detail. I am committed to delivering polished, high-quality games that balance technical execution with engaging player experiences.

## Key Skills

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- Full-cycle game development, covering level design, UI, gameplay programming, and optimisation.
- Proficient in Unity (C#) and Unreal Engine (Blueprints), with additional scripting experience in Lua.
- Skilled in content pipelines: 3D modelling (Blender), audio editing (Audacity), image editing (Paint.NET), and video production (DaVinci Resolve).
- Experienced in asset integration and performance optimisation across PC, Web, and Mobile platforms.
- Strong teamwork and collaboration skills, demonstrated through academic projects and extracurricular achievements (e.g. Duke of Edinburgh Award).

## Game Projects

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### Eco Sanctuary

*University & Personal Project (January 2023 – May 2023, August 2024 – September 2024)*

Unity 5

Casual Mobile Management

Focuses:

- Developed a responsive mobile UI system adaptable to multiple aspect ratios, notches, and cutouts.
- Implemented core gameplay systems, including objectives, resource tracking, and save/load functionality.
- Created custom Shader Graph materials, including an “X-ray view” for hidden animals.
- Integrated designer-provided sprites and icons, optimising assets for mobile performance.
- Built and styled an itch.io page to showcase and distribute the game.

### Castle Crawler

*University Project (September 2020 – December 2020)*

Unity 5

2D Dungeon Crawler – PC & Web on Itch.io

Focuses:

- Built modular inventory and equipment systems with persistent save/load functionality.
- Designed and programmed core gameplay loops, including turn-based combat and enemy AI behaviours.
- Enhanced visual variety under strict asset limitations by layering tiles and experimenting with Unity's 2D lighting system.
- Created custom Shader Graph materials to improve environmental depth and atmosphere.
- Published and showcased the game via a branded itch.io page.

## **Tomb Of The Elements**

*University Project (January 2021 – May 2021)*

*Unreal 4/5*

*3D Puzzle Adventure – PC hosted on Itch.io*

Focuses:

- Built photorealistic environments using Quixel Megascans assets, custom Blender models, and advanced lighting setups.
- Designed and implemented puzzle-focused levels, progressing from greybox prototypes to polished environments.
- Integrated and refined character animations from Mixamo, programming smooth first-person control with Unreal Blueprints.
- Blended and edited audio from free libraries to enhance immersion and atmosphere.
- Published and showcased the project through a custom itch.io page.

## **Other Employment**

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### **Multiple Roles, B&Q, Cambridge**

*(December 2019 – April 2024)*

Achievements and responsibilities:

- Serving customers in a busy work environment.
- Managing kitchen, bathroom and storage installations from start to finish through great communication with both customers and installers.
- Ensuring deliveries align with customer installations and resolving issues quickly and efficiently.
- Resolving warranty claims and finding the best solution for the customer and the business.

## **Education**

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### **BSc (Hons) Computer Gaming Technology: 1st Class Honors**

*(September 2018 – May 2023)*

Anglia Ruskin University

### **BTEC Level 3 in Computing: Pass**

### **City & Guilds Level 2 in ICT Systems and Principles: Merit, Pass**

*(September 2012 – May 2014)*

Boston College

### **GCSE Maths, English and Science, Grades A-C, 5+ others A-D**

*(September 2008 – June 2012)*

Skegness Grammar School

## **Hobbies & Interests**

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I have a passion for immersive entertainment, particularly theme parks, and enjoy staying up to date with developments in the industry. I also love the outdoors, including hiking and camping, and have developed leadership and teamwork skills through over five years in the scouting association, completing the Duke of Edinburgh Bronze and Silver awards. Additionally, I enjoy playing Dungeons & Dragons, which allows me to engage creatively and socially with friends and new players alike.