

Matt Stockham

UNITY DEVELOPER

Programmer

Games Designer

Artist / Animator

CONTACT

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mattstockham.com

I am a natural analyst, trained in design, with artistic flair, realistic vision and a strong understanding of culture and commerce. Motivated by progress and development, my scientific, pragmatic and commercial approach to problem solving is ideal for games and other trans-media interactive projects.

Whilst programming is my core professional skill, I am always progressing my games design and art skills: 2d, 3d and animation. When I am not working I am constantly developing ideas and personal projects, many of which make it to playable prototypes and I am a regular participant in the Ludum Dare challenges and other game jam events.

I have a life-long passion for music: I sing and play many instruments, mainly strings, compose regularly and I have even been known to perform occasionally.

Current Experience

2014 – Present Birkbeck, University of London.
Bloomsbury, London.

Designer, Developer (*Part-Time*)

Sole developer on a 3D-vis archiving project which will provide a digital library of documents and images in a shared, multi-user, optionally VR environment. Developing for WebGL on the Unity platform, with PHP/MySQL driven web back-end.

2018 (Presently) Personal Endeavour
Lydney, Gloucestershire.

Self-Directed Study

I have been learning 3D-printing development, coupled with Arduino-based microelectronics and programming; with a view to expanding my development repertoire into physical toys, electronic games, interface peripherals and digital musical instruments.

2016 – 2017 Fuzzy Frog Ltd., Hugo Games A/S
Nottingham.

Programmer

Worked in the team developing '**#SkateLife, Feat. Nyjah Huston**', which had a general release on Android and iOS in the final quarter of 2017. Also worked in the team developing '**Thrive: Feel Stress Free**' – a medical therapy app. Responsibilities were:

- Agile project management
- Shader development
- UI implementation
- Developing Inverse Kinematics systems
- Half-pipe dynamics physics simulations
- Mission development and scripting
- NGUI legacy integration tool development for animators
- Back-end server integrations (NODE-JS & CouchBase)
- WebGL integration
- Bug fixes, diagnostics and unit tests
- Daily blogging for documentation

2014 – 2016 OysterWorld Games, Ltd.
Treforest, RCT.

Programmer

Worked in the team developing '**Pooka: Magic and Mischief**' which went into soft-launch in June 2016 and has since changed ownership and had a general release in 2017. Developing on the Unity platform for iOS. Responsibilities on this project were:

- Colourization system for character models and other assets, scripts, shaders and Unity inspector tools
- Radial menu interface design and development, scripts and inspector tools
- Player character customization tutorial
- Bespoke, versatile cut-scene creation tools, animation integration, special-fx design and scripting
- Creature and building behaviours
- Quest development and scripting
- Player character autonomous behaviours
- Bug-fixes, memory management and diagnostics

Recent Education

2010 – 2014 University of South Wales, Newport.
Newport, Gwent

1st Class BA (Hons.) Computer Games Design

- Foundation games theory and applied principles
- Animation design and production
- 3D modelling and texturing
- 3D game engine fundamentals
- Interface technology
- Cultural arts studies
- Self-directed study into assets pipelines, engine design and procedural systems

2010 - 2014 University of Wales, Newport.
Caerleon, Gwent.

Access / Foundation Technology

- Foundation principles of Physics and Mathematics
- Advanced Mechanics
- Systems design and computer programming
- Modern website design fundamentals

Experience History

2006 – 2009 Very Big Ideas, LLP.
Cardigan, Ceredigion.

Founding Partner, Studio Manager

I established a high-street design and print studio, which I later sold onto a local framing company for a profit. Studio work consisted of walk-in print and design for personal and commercial promotions, gicleé prints for local artists and company-identity design for local start-ups, which included promotional design and print as well as website design. Client work included a subscribe-able website for a local video news journalist, an exclusive furniture catalogue (print & web) and an interactive meeting site for a Sustainable Development group.

2004 – 2006 Afon Display Systems, Ltd.
Cardigan, Ceredigion.

Graphic Designer, Printer, Layout Artist

I was lead-designer in a 3-person team providing signage, point-of-sale advertising and promotional materials along with exhibition design and large-format printing. Clients included local chambers of commerce and the National Library, Aberystwyth.

2003 – 2004 Whisper IT, Ltd.
Cardigan, Ceredigion.

Designer, Programmer, IT Supervisor

I was responsible for designing and maintaining the databases and front-end interactive systems for call-centre operatives as well as a public-facing website. I was also sub-contracted to Manchester Metronet, building public information presentations.

1999 – 2001 Maxwell-Jones Studios.
Fishguard, Pembrokeshire.

Artist-Sign-Maker's Apprentice

Instructed in fine art mural painting, 3D display construction & CNC vector plotting systems.

1999 – 2001 Theatr Fforwm Cymru.
Fishguard, Pembrokeshire.

Volunteer Writer, Actor, Games Coordinator (*Part-Time*)

As part of a Forum-Theatre troupe I was writing and performing educational theatre pieces and devising and coordinating drama-based participation games, tackling issues of peer-pressure in local schools.

1996 – 1998 Pembrokeshire College.
Haverfordwest, Pembrokeshire.

Advanced GNVQ Art & Design

Fundamentals of commercial design across multimedia; illustration and animation foundations; practical 3D & fine art sculpture.