



Matthew Bulleyment Game Developer

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Creative individual currently working in AR/VR development.

Education and Qualifications

Computer Games Technology (Bsc) Hons, 1st Class 2013

University of Portsmouth

A Levels: *Graphic Design, Computing, Media Studies* 2009

AS Levels: *English Language, Mathematics*

South Downs College

GCSEs: 11 GCSEs A-C including Maths, English, and ICT 2007

Portchester Community School

Experience

Apache - Lead Developer *April 2018 - Present*

Working in AR/VR I primarily develop brand engagement experiences, though have also worked on a VR game released on Oculus and Steam.

TK Maxx - Various Roles *Nov 2008 - March 2018*

Left the company as a Customer Service Team Leader, though started as an Associate. My position included a wide range of duties from staff management to event execution.

Distinction Games - Developer *Sept 2011 - July 2012*

Took a placement year working at a small games development studio for ten months. Worked on a range of projects including some AR development for iOS and Android.

Skills

10 years experience in Unity and C#.

3 years experience in Unreal Engine and C++.

Experienced working in Virtual Reality and Augmented Reality, as well as developing for mobile devices.

Experienced with the majority of office suite software.

Personal Interests

I have a variety of hobbies including painting miniatures, watching films, and playing video games. Most of my free time however is spent with TTRPGs, either writing and DMing my own campaigns or creating and publishing homebrew content.