Matthew Bulleyment   Game Developer

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Creative individual with experience in Unity and Unreal Engine.

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

GSCEs: 11 GCSEs A-C including Maths, English, and ICT   2007
Portchester Community School

Experience

Apache - Lead Developer   *April 2018 - Sept 2025*

Worked in Unity and Unreal Engine to create a variety of products
including brand engagement experiences, car configurators and a VR Game
for Oculus and Steam.

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

Started as a Christmas Temp, working up to Customer Service Team Leader.
Performed a wide range of duties from staff management to cash office.

Distinction Games - Developer   *Sept 2011 - July 2012*

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

Skills

10 years of experience in Unity and C#.
5 years of 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 GMing my own campaigns, or creating and
publishing homebrew content.