Matthew Bulleyment

https://origami-dinosaur.co.uk/portfolio/
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PERSONAL SUMMARY

Hi, I'm Matt! I'm a game developer with seven years of professional experience in Unity and Unreal Engine. A deeply passionate and creative nerd, I have a keen interest in writing readable and maintainable code, and am enthusiastic about building well-structured projects. With strong communication skills and the ability to connect with people regardless of background, I am adaptable to new environments, and always strive to better myself.

KEY SKILLS & COMPETENCIES

- 10 years of experience in Unity and C#
- 5 years of experience in Unreal Engine and C++
- Developed for Virtual Reality, Augmented Reality, Mobile, and Web
- Experienced with source control solutions including Git and Perforce
- Experienced with the majority of office suite software
- Adaptable and eager to learn
- Clear and patient communicator
- History of working both among a team, and independently

WORK EXPERIENCE

Apache Solutions LTD: **Lead Developer:** April 2018 – September 2025
Responsibilities:

- Primary or Sole Developer on a range of projects
- Maintained company Coding Standards
- Mentored junior developers, including code reviews
- Developed in a range of engines, primarily Unity and Unreal Engine
- Developed on a variety of platforms, including AR, VR, and Web
- Often led game design meetings, and was responsible for making game elements work together to achieve the project identity
- Assisted project management, including facilitating communication between departments, and keeping online management tools up to date

Notable Projects:

- DCL Arcade: 4 arcade games for Disney Cruise Lines made in Unreal Engine 5
- DCL Armor: A Body Tracking experience for Disney Cruise Lines made in Unreal Engine 4
- DCL Snow: A Body Tracking experience for Disney Cruise Lines made in Unreal Engine 4
- DCL Ride: A rollercoaster simulator for Disney Cruise Lines made in Unreal Engine 4
- DCL Cargo: An AR creature collection game for Disney Cruise Lines made in Unity
- Hulk Smash: Body Tracking based experience for Madame Tussauds made in Unity
- Morgan Motors: A Web based Car Configurator for Morgan Motors Company made in Unity
- Martell Be the Artist: A VR painting game for Martell made in Unity
- BARDO: A VR archery game released on Steam and Oculus made in Unity

***TK Maxx:* Associate - Team Leader:** November 2008 – March 2018
Responsibilities as a Customer Service Team Leader:
- Leading Customer Service
  - Serving customers alongside other cashiers to lead by example
  - Maintaining Customer Service boards
  - Mentoring Customer Service skills
- Managing a team that peaked at 30 associates, including task delegation, training, and monitoring performance
- Adjusting schedules when circumstances changed
- Checking for till discrepancies in cash office.

EDUCATION & TRAINING
University of Portsmouth, Portsmouth:
Computer Games Technology (BSc) Hons, 1st Class
South Downs College, Waterlooville:
A Levels: *Graphic Design, Computing, Media Studies*
AS Levels: *English Language, Mathematics*
Portchester Community School, Portchester:
11 GCSE's A-C including Mathematics, English, and ICT

OTHER ACHIEVEMENTS & ACTIVITIES
Attended numerous Game Jams, including six entries to the GMTK Game Jam. Most recently submitted a time looping mystery horror game to the GMTK Game Jam 2025, placing 12th in the Artwork Category and 15th in the narrative category, out of over 9500 entries. Due to its success, we are continuing to develop this project (demo available at https://justwinginit.itch.io/tickets-please).

HOBBIES & 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.

REFERENCES
Available on request