

Matthew Gallant

Video Game Programmer & Designer

Address hidden
Address hidden
(514) 953-0519
<http://gangles.ca/>
matthew@gangles.ca

Games:

Pax Britannica

<http://gangles.ca/2010/02/27/pax-britannica/>

One-button multiplayer real-time strategy game developed for the GAMMA4 design competition. Written in Lua and C using the DokiDoki framework. It was a freeware game pick on the *Indie Games Weblog*, *Bytejacker* and *PlayThisThing*.

Norwegian Wood

<http://norwegianwood.gangles.ca/>

A rhythm-based dodge-'em-up inspired by the Beatles song of the same name. It was written in Python, using the PyGame and PyOpenGL frameworks. We received some very positive press for this game from outlets such as *Offworld* and *BitMob*.

Inventory Tetris

<http://gangles.ca/2009/02/01/inventory-tetris/>

A small facetious interpretation of the popular expression. I developed this game using Lua and the LÖVE 2D framework. While it wasn't a very technically challenging game, *Play This Thing* enjoyed the humour and gave it a positive review.

Education:

Bachelor of Software Engineering

Concordia University, Montreal (2006 – 2010)

- Specialization in artificial intelligence, graphics and computer animation
- Cumulative GPA of 3.94, Dean's list 2006-2010
- Vice President of the Software Engineering & Computer Science society

Work:

IBM - Extreme Blue Technical Intern

May – August 2009

I worked independently in a group of four student interns (three technical and one business) to develop a proof of concept product for the WebSphere team. This work included: project planning, concept validation, requirements gathering, architecture and design, code implementation, documentation and presentations to top IBM executives.

Research in Motion - JDE Software Developer Intern

May – August 2008

I helped to develop the Blackberry Java API. I created sample applications intended for third party developers displaying the functionality of new API features. I also improved the documentation of new and existing libraries. I learned how to optimize code for a mobile device and work with a large programming team across two cities.

123 Certification - Java Developer Intern

August – December 2007

I developed and debugged the Arc+ Virtual Welding Simulator, a large, highly graphical and multithreaded application. I worked closely with welding engineers on complex domain specific requirements.

Skills:

- Experienced programmer in C++, Java, Python, Lua, Perl, Lisp and Actionscript
- Strong background in mathematics, graphics and artificial intelligence
- Fluently bilingual (English/French), excellent written & verbal communication skills