



MATTHEW DADOUN

matthewdadoun@gmail.com
matthewdadoun.wixsite.com/website

647-975-5337

71 Oliver Lane | Maple, Ontario | L6A 1B2

Dedicated and passionate C++ game programmer/designer currently seeking a position to further expertise in Unreal

AREAS OF EXPERTISE

C++ PROGRAMMING PATTERNS

- Experienced in writing organized and expandable code with an emphasis on efficiency and reusability. Strong use of Object-Oriented design patterns such as object pooling, factory method and flyweight pattern.

SOURCE CONTROL (GIT)

- Robust portfolio on GitHub and GitLab working with source control, managing different branches, and documenting each iteration with a commit and push, along with pulling any recent changes.

GAME/APPLICATION DESIGN

- Strong understanding of the principles behind generalized game/application design. Places special emphasis on this knowledge when incorporating new systems created for both designers and players.

Collaborative | Detail-Oriented | Self-Managed | Dedicated | Diligent | Reliable

WORK EXPERIENCE

ASSOCIATE GAME PROGRAMMER (UNREAL ENGINE) – PIXEL BY PIXEL STUDIOS

https://store.steampowered.com/app/1170970/Marbles_on_Stream/

MARCH 2022 – MAY 2022 (CONTRACT)

- Expanded upon existing systems and created new gameplay features for **Marbles on Stream**
- Created a separate build for business relations with other companies specializing in automated races
- Created several UMG user interface systems for artists and designers to utilize

UNITY DEVELOPER / QUALITY ASSURANCE – SAYSO COMMUNICATIONS

<https://puppetacademy.com/>

MAY 2021 – MARCH 2022

- Worked as a generalist programmer and quality assurance for **Puppet Academy**
- Implemented various in-game user interface elements to help users interact with performances
- Continuously tested the game by repeatedly targeting bugs, and writing tickets with re-reproducibility steps

EDUCATION

BACHELOR OF INFORMATION TECHNOLOGY (HONOURS) - ONTARIO TECH UNIVERSITY

2017 - 2021 | GAME DEVELOPMENT AND ENTREPRENEURSHIP

PROFESSIONAL GAME DEVELOPMENT IN C++ AND UNREAL ENGINE COURSE

<https://courses.tomlooman.com/p/unrealengine-cpp> | APRIL 2022 - JULY 2022

INTERESTS | CLUBS ATTENDED

- Game Programming Club (Ontario Tech University) (2017-2021)
- Game Development Students Association (Ontario Tech University) (2017-2021)

EVENTS ATTENDED

- Ontario Tech University GameCon 2018/2019
- Montreal International Games Summit 2019

GAME JAMS PARTICIPATED (IN ORDER OF ATTENDANCE)

- Global Game Jam 2020
- Game Maker's Toolkit Game Jam 2020
- Global Game Jam 2021
- Mini Jam 89: Pumpkin
- Lost Cartridge Jam 2021
- Lost Relic Game Jam 2022

PERSONAL PROJECTS

<https://matthewdadoun.itch.io/>

<https://www.youtube.com/channel/UCoqMpSv7fPj-LJUFW7QnQuA>

REFERENCES

brendon.sapacz@pixelbypixelcanada.com

mike@tosayso.com