

MATT RATHBUN

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Executive Summary

Experienced game developer and mobile app developer with a history of leading teams and personally developing innovative technical solutions for multi-million dollar projects. Proven track record of publishing popular mobile and PC video games, both working as part of larger organizations and as an owner of an independent studio. Multi-faceted skillset includes programming, art, project management, and design.

Professional Experience

 **Technical Project Manager** 2018-Present
TBWA Creative Agency : Dublin Ireland

Responsibilities

- Project manager for large-scale marketing ventures including budgeting, operational management, technical/physical builds, and hiring.
- Lead Creative Technologist, prototyping and provided technical consultations for internal and external stakeholders (including Jameson, BMW, Bank of Ireland, and others) to align creative and technical teams.

Achievements

- Designed and built a tiered rewards program for Electric Ireland Innovation project pitch, which became TBWA's primary creative pillar for a €5 million client.
- Project lead for a €240k pitch redesigning the queue system for a popular Tayto Park ride experience, including managing creative team, client services team, and project deliverables, as well as simultaneously operating several external build teams.

 **Game Programmer and QA Lead** 2015-2017
Biba Ventures Mobile Gaming Studio : Vancouver Canada

Responsibilities

- Primary gameplay programmer for an independent studio tackling a new method to gamify community parks for children and families.
- Led the Quality Assurance team ensuring products and updates were bug free and on schedule.
- Integrated and built tools such as a new analytics system, testing and control for new automated builds, and internal systems for managing outsourced resources.

Achievements

- Assisted in landing a multi-million dollar deal with the largest park manufacturer in the world to expand the company from an original technical team of 3 members to over 20.
- Released and maintained over 15 games for the Apple and Google Play mobile stores including a full suite of Biba Playground Games and tracking supportive applications.
- Solo developer on several titles that generate real world interactive augmented reality elements and allow for multi user simultaneous play, including iPad versions of popular children's games Cops & Robbers and Zombies.

 **Lead Video Producer** 2014-2015
GOMTV Production Studio : Seoul South Korea

Responsibilities

- Led a video production team at GOMTV's primary production offices.

Achievements

- Produced a wide-ranging portfolio of content covering tutorials, reviews, mini documentaries and episodic series.
- Planned and executed multiple video projects from initial concept, writing, planning, location scouting, and even on camera appearances and voice-over work.
- Work was featured on many globally popular news outlets including Kotaku and Polygon and grew audience engagement and reach exponentially.

Professional Experience



Video Systems Engineer

2012-2014

Legendary Pictures, MGM, Other Film/Television/Commercial Productions : Toronto Canada

Responsibilities

- Built custom technological systems, equipment, and software for computer interfaces featured in TV shows, movies, and commercials including Carrie, Warehouse 13, and Murdoch Mysteries.
- Managed live operation of visuals while filming occurred with continual support on set, working with camera equipment, art department, video processing, and other technologies to fully deliver the director's vision.

Achievements

- Part of the three man team that delivered the world record server room for Guillermo Del Toro's \$411 million box office blockbuster Pacific Rim, which consisted of 172 simultaneous individually fed displays.
- Designed and developed an innovative wireless system to operate over 20 simultaneous displays for the television show Cracked.



Owner and CEO

2015-Present

Beyond Technical Independent Game Studio : Global Operation

Responsibilities

- Handled all business operation including product development, marketing, promotions, web design/development, video editing, accounting, contracts, etc. Required to interact with clients and bring in and negotiate projects. Hiring and management of staff required to deliver project to completion.

Achievements

- Designed, developed, promoted and released popular PC platformer game Super Robot Jump Jump. Currently working as Art Director & Technical Artist on follow up PC multiplayer game Project Spaceship (working title).
- Commissioned to complete numerous freelance game programming and development contracts. For example, produced artificial intelligence for Virtual Reality title Snow Fortress, creating a dynamic AI that adapts to the player's real time manipulation of the environment.

Education

B.S Business Management

Western Governors University, Utah, United States of America

Graduated 2014

Internet Applications and Web Development

Durham College, Oshawa Ontario, Canada

Graduated 2011

Other Experience

- Canadian Armed Forces Infantry Private : Canada
- English Teacher : Korea & Japan
- Lead Web Designer & SEO Specialist : International Pool and Spa : Canada

Technical Proficiencies & Software

- Video game development - Unity, Blender, 3D Coat, C# programming, 3D modelling, rigging and animation, Substance Painter, VFX creation, Virtual Reality, Augmented Reality
- Software/app development - Android Studio, XCode, Git, Visual Studio, Perforce
- Video production - Adobe After Effects, Photoshop, Audition, Illustrator, Premiere
- Web development - HTML, CSS, PHP, FTP, Javascript, SQL
- CompTIA Project+ Certificate

Languages and Interests

- English (Native), French (Conversationally Fluent), Japanese (Basic)
- Powerlifting, Calisthenics, Hiking, Video Game Development, Video Creation & Editing, Travel, Sculpting.