

MATT RATHBUN

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PROFESSIONAL EXPERIENCE

Beyond Technical Inc. CEO

2015-Present

Game Production / Programming / Marketing / Project Management

Originally formed for the creation of the first PC title Super Robot Jump Jump which released in March 2015 on Steam. Eventually moving on to the second title project "Phase" which has been cancelled but revived in a new direction under the new working title "Shift". Shift is the current project being developed in Unity as a 3d procedurally generated dungeon crawler.

Game Programmer and QA Lead

2016-2017

Biba Ventures Mobile Gaming Studio Programmer

Responsible for a variety of responsibilities at a mobile game studio located in Vancouver Canada. Produced multiple games for the Apple and Google Play mobile stores and worked to help maintain, update, and build 10+ active mobile games. Gained the responsibility of leading the QA team to ensure products were bug free and released on schedule. Also solo developed multiple projects with multiple user gameplay mechanics to be supported by a single device.

Video Producer GOMTv

2014-2016

Project Leader for Gaming Related Video Content

Operated as a member and team lead for a video content team based in Seoul, South Korea at GOMTv's primary production offices. Produced content ranged from tutorials, to reviews, to mini documentaries on games and E-Sports. Responsible for planning and executing multiple video projects from writing to producing to starring in videos.

EDUCATION

B.S. Business Management

Graduated February 2014

WGU, Utah, United States of America

Internet Applications and Web Development

Graduated April, 2011

Durham College, Oshawa Ontario, Canada

PROJECTS

Biba Zombots / Cops

Ipad Application

Created a multi user application that allowed multiple players to interact with the screen simultaneously for a more interactive game experience. Programmed in C# for Unity the project supported up to eight consecutive players.

Super Robot Jump Jump

GMS Project

Build a 2d platformer in GML a modified version of C++ that released on Steam and has received mostly positive reviews. The game offered coop gameplay, eighty levels and four bosses with four unique worlds and themes. The entire project was run with a small team and managed to completion.