

## MATT STUTTARD PARKER

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## EXPERIENCE

**Aug 2009 - Present Director & Developer, MSFX Ltd**

<http://msfx.co.uk>

Unity C# development with applications shipped for myself & clients across Steam, Oculus, iOS, Android. Clients include Aardman Animations, Aston University, Beakus Animations, BBC, Bossa Studios, Daden Interactive, Future Visual, Pilot Theatre, Scape, Valve. Worked on [announcement content](#) for HTC Vive.



Personal hardware includes Oculus Rift, Oculus GO, HTC Vive, Windows MR, PSVR, Google Daydream, Gear VR, ARKit & ARCore enabled devices.

Self Published IP - [Donut Distraction](#) (VR - Steam/Oculus/WMR) / [Whack AR!](#) (ARKit) / [Scream!](#) (ARKit)



Worked with Unity since 2010. Experience with SDKs such as Photon Networking, Leap Motion, SteamVR, Oculus Utils, InControl, ARKit / ARCore / ARFoundation

**Jan 2010 - Present Sessional Lecturer, Aston University**

- Final Year Game Development Module with Unity
- Course includes First & Third Person Game Development & Camera Management, Asset Management, Programming with C#, Analyse of Existing Game Design, User Interaction, Optimization for Mobile Publishing (iOS/Android) & Networking with Photon.
- Students each year have found work within the Games Industry with portfolio from this module.

