# MATT STUTTARD PARKER

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#### http://msfx.co.uk

Date of Birth: 19/09/1986 Email: matt@msfx.co.uk

#### **EXPERIENCE**

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

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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 <u>announcement content</u> 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.

## **EDUCATION**

June 2014 Distinction in Teaching Fellowship of HEA

Sept 2005 - Jun 2009 First Class Honours BSc Multimedia Technology Aston University, Birmingham

- Dissertation (83%) published within several Multimedia Tools & Applications Journals.
- Awarded Academic Prize for Outstanding Performance within Multimedia Technology.
- Achieved highest mark within Java for all three years of study (92%, 86% and 91%).
- Languages Taught: C# / AS3 / XML / HTML5 / JS / PHP / MySQL

# Sept 1998 – June 2005 Monmouth Comprehensive School, Monmouthshire

• A Levels in D&T Product Design (A), ICT (A - 98%), Physics (A), Carrwick Award for Excellence