

MATT STUTTARD PARKER

Buntingford, North of London, United Kingdom

Mobile: +44 (0) 7749 978918

<http://msfx.co.uk>

Date of Birth: 19/09/1986

Email: matt@msfx.co.uk

EDUCATION

Jun 2014 **Distinction in Teaching & Learning, 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: C# / AS3 / XML / HTML5 / JS / PHP / MySQL / Object Orientated Programming
- Programs: Adobe Flash / Unity / Xamarin / Photoshop / Xcode / WAMP

Sept 1998 – Jun 2005 **Monmouth Comprehensive School, Monmouthshire**

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

EXPERIENCE

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

- Flash/AIR (AS3 OOP) and Unity Pro 5 (C# / JavaScript) development within Games & Educational Disciplines for multiple platforms including Desktop, Web, Mobile & VR.
- Multiple applications shipped for iOS, Android (Google Play/Amazon) & Mac App Store.
- Virtual Reality Development (DK1, DK2, HTC Vive, Freefly VR, Dive, Google Cardboard), Augmented Reality Development with Unity & Vuforia & Leap Motion Unity Development.
- Experience working with digital agencies and clients both in the UK and internationally.
- Clients include Beakus, Daden Interactive, Aardman Animations, Bossa Studios, Valve.
- Portfolio: <http://msfx.co.uk>

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

- Final Year Game Development Module with Unity Pro for Desktop, Mobile & VR (DK2)
- Course includes First & Third Person Game Development & Camera Management, Asset Management, Programming with C#, Analyse of Leading Games, 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.

- <http://aston.msfx.co.uk> (coming soon)

Jan 2008 - April 2009 Lab Demonstrator & Assistant, Aston University

- Second Year Computer Animation Module using Blender (3d)
- Course included 3D Modelling, Texturing, Animation & Rendering

EXPERIENCE CONTINUED...

July 2007 - Aug 2008 Flash Developer, Birmingham City University

- Worked as part of a creative team on the Design and Development of “Learning Objects” (LOs) for Virtual Case Creator (VCC) - an advanced online learning and development environment for medical students based around the serious gaming concept.
- Developing LOs with Adobe Flash, Object Orientated Actionscript 3.0 and XML.
- Pioneered new dynamic content population for LOs using XML.
- Converted existing LOs from Actionscript 2.0 to Actionscript 3.0 and introduced XML.