

MATTHEW STASINOWSKY

Game Developer & Designer

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☎ 0429 915 773

📍 Perth, WA

🌐 [ePortfolio](#)

🌐 [linkedin.com/in/matthew-stasinowsky](https://www.linkedin.com/in/matthew-stasinowsky)

EDUCATION

B.S.

Design

Edith Cowan University

📅 February 2019 – November 2023

📍 Perth, WA

SKILLS

Programming:

- C#
- C++
- Python
- JavaScript
- HTML
- CSS
- GitHub

Applications:

- Unity
- Unreal Engine
- Adobe XD
- Adobe Photoshop
- Adobe Animate
- Blender
- Maya

Personal:

- Reliable
- Honest
- Responsible
- Disciplined
- Friendly
- Courteous

PROFILE

Dedicated developer with a passion for design and a special interest in game development. I am a highly communicative and trustworthy individual with strong interpersonal skills with the ability to adapt in a variety of settings. I am motivated by challenge and new experiences, I am an innovative and devoted worker, effectively managing my tasks and responsibilities. I look forward to the opportunity to use and to further develop my skills in all things related to software development.

WORK EXPERIENCE

Game Developer – Unreal Engine

Ninja Syndicate

📅 June 2021 – December 2022

Collaborating with a team of programmers and designers to develop [Supremacy](#), a virtual gaming metaverse where players get involved through various game platforms. Developed in Unity & Unreal Engine 4/5.

Responsibilities: ([View all on my ePortfolio](#))

- Developing in-game actions and features
- Artificial Intelligence – pathfinding and attacking
- Game camera logic and behaviour
- Character animation implementation
- Implementing effects, both particle and sound.
- Rendering in-game sequences for promotional videos and NFTs
- Using GitHub for source control

Web Developer Intern

Ninja Software

📅 June 2020 - June 2021

Through this internship I was introduced to GitHub, further developed my front-end web development skills and received firsthand experience working in a software company, learning from industry leaders.

Achievements:

- Programmed a simple web-based calculator
- Programmed a real-time web-based weather app using a weather API
- Programmed a web-based snake game
- Learnt source control with GitHub

EDUCATION & TRAINING

University

Edith Cowan University

📅 2019 – Current

Studying a Bachelor of Design, majoring in Games & Interactive design with electives from Computer Science. At University I've learnt the theory behind user experience design and the importance of user research. You can view my projects on my [ePortfolio](#).

Achievements:

- Representing ECU at the Careers Exhibition 2021
- ECU Ambassador for Global Futures Program 2021
- Receiving a letter for '*achieving outstanding results*'
- Course average of 79%

Highschool

Belridge Secondary Colledge

 2013 – 2017

The demands of ATAR while working most days after school taught me how to effectively manage my time and built confidence in my abilities.

Achievements:

- Certificate of Merit of Outstanding Achievement in WACE
- Western Australian Certificate of Education (WACE) with an ATAR of 85.9
- Certificate II in Information, Digital Media and Technology
- Certificate III in Information, Digital Media and Technology

Unity Developer (VR)

Glimpse Labs

 September 2020 - June 2021

Glimpse Labs was a small and ambitious start-up where I used Unity to developed Virtual Reality experiences for the Oculus Quest 2. Through this experience I not only improved my Unity skills but learnt about investment and start-up culture in the tech world.

Responsibilities:

- Setting up & managing the project's repository on GitHub
- Developing standard VR Features
- Programming & designing a range of unique activities
- Problem solving to work around technical limitations
- Weekly team meetings

REFEREES

Alex Dunmow | Ninja Syndicate CEO

Michael Chambers | Technical Director


Brendan Regan | Senior Unity Engineer

Jo Jung | Unit Coordinator

OTHER EMPLOYMENT

Manager

Chippies Galore

 October 2015 – December 2020

Warehouse Manager & Delivery Driver

Fortywinks

 August 2019 – June 2021

VR Assistant

Portal World

 March 2019 – March 2020

Labourer

Kentin Engineering

 March 2018 – June 201

VOLUNTEERING

Judge

The Game Changer Awards 2021

I represented Ninja Software as a volunteer judge for the [Game Changer Awards](#) where I judged projects completed by students from years 3 to 12 in Information and Technology.

Ambassador

Global Futures Program 2021

I represented Edith Cowan University as an ambassador for the Global Futures Program where I managed, shared and collaborated with a class of 10 Chinese students from FJXU. I shared what life and study is like in Australia and helped them complete design tasks.

Ambassador

Careers Exhibition 2020

I represented Edith Cowan University as a volunteer ambassador at the Careers Exhibition where I spoke to future students and their parents about my experience and the benefits of studying at ECU.