Matthew Collier

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EDUCATION

University of Cambridge, Homerton College   Cambridge, UK
Bachelor of Arts in Computer Science   *Sep. 2024 – Present*
- Year 1 grade: **First class**
- Homerton College Computer Science subject representative
- Steeple keeper of the Cambridge University Guild of Change Ringers
- Winner of the 2025 Cambridge Game Jam

The Sixth Form College, Colchester   Colchester, UK
A-Levels: Maths (A*), Further Maths (A*), Computer Science (A*), Electronics (A*)   *Aug. 2022 – May 2024*

EXPERIENCE

Games Porting Freelancer   June 2022 – Present
Fellow Traveller Games, freelance through Monocle Media   *Online*
- Ported award winning Unity games to console (PS4, PS5, Switch, Xbox) and mobile
- Dealt with integrating platform specific code with game code, compliance and TRC checks, CPU and GPU profiling, debuggers, QA and bug fixing as well as remote collaboration
- Games include: Citizen Sleeper 1 and 2 (Jump Over The Age), Duck Detective 1 and 2 (Happy Broccolli Games), Wander Stars (Paper Castle), Great God Grove (LimboLane), CorpoNation - The Sorting Process (Canteen Games), 1000x Resist (Sunset Visitor) and No Longer Home (Humble Grove)

Software Engineer Internship   Mar. 2021
Fireslug Studios   *Online*
- Work experience on a Unity indie action game as part of a large volunteer team
- Involved daily remote team meetings and progress reports

PROJECTS

The Ringing Rabbit Hole | *Python, Manim, Animation*   2025 – Present
- Researched, animated and released a YouTube series on bell-ringing theory
- Used Manim and Python to build complex visualizations

Campana | *Unity, SQLite, iOS, Android*   2023 – Present
- Created a successful bell-ringing app for learning methods and creating compositions
- Planned and iterated with stakeholders with new features still being added
- Released on iOS and Android with 800+ paid downloads

Beardbarians | *Unity, Photon Networking, Milanote, Steam, Nintendo Switch*   2022 – Present
- Co-created an online platform-fighter with 11 unique characters where players fight using long beards
- Implemented networking with Photon Networking and coordinated design with Milanote
- Released on Steam and Switch

TileWorld | *Unity, C, GBA, PCB Design*   2022
- Reverse engineered and built an unofficial Unity client for an online game
- Developed a GameBoy Advance client in C with custom firmware for internet connectivity via the Game Link Cable
- Designed a PCB and case for portability

Bubble Transport | *Objective-C, Unity, Mirror Networking, Game Center*   2021
- Created an open-source transport layer for Mirror Networking to support Game Center matchmaking in Unity
- Listed by Mirror as an official transport

In the Slimelight | *Unity, Mirror, iOS*   2021
- Built a local asymmetric multiplayer game with networking via Mirror
- Implemented achievements, leaderboards, and advertisements

Plane Journey | *Unity, Android*   2019
- Developed and released an endless Unity game on Android

SKILLS

Languages: C#, C, assembly, SQL, Java, JavaScript, Python, Ocaml
Technologies: Unity, LaTeX, Git, Jenkins, Photoshop, Blender
Extracurricular: Bell Ringing, Scouting (Scout leader, Completed DofE Bronze & Silver (working on Gold), Chief Scout Gold, World Scout Jamboree 2023 participant, volunteered at two other Jamborees), D&D, Gaming