

Matej Navara

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PROFILE

A highly enthusiastic graduate computer programmer with experience in a small indie games studio. I have long aspired to work within the videogame industry, having modded and contributed to a variety of gaming communities from a young age.

My passion stems not only from the enjoyment of playing but also from the desire to understand and improve the underlying design and systems involved. Although not yet specialized within a specific field, I continue to develop my skills across a number of languages/applications and believe my greatest ability is to adapt to new situations, always being open to new ways of thinking or working.

SKILLS

Programming

- > Java ●●●●●
- > C# ●●●●
- > C/C++ ●●●
- > Python ●●●
- > Ruby ●●●
- > HTML/CSS ●●●●
- > Javascript ●●●

Applications

- > **Development Environments:** Eclipse, IntelliJ, Visual Studio, Android Studio
- > **Game Engines:** Unity, UDK
- > **Content Creation:** Adobe Photoshop, Blender, 3DS Max, Maya, Adobe Flash
- > **Other:** Microsoft Office, Git, Cucumber, Jenkins, JIRA

Languages

- > **English:** Fluent (spoken/written)
- > **Czech:** Native (spoken); Basic (written)

EXPERIENCE

Co-founder & Developer

Greedy Gull Studios | Sep 2014 - Present

- > Greedy Gull Studios was started by three fellow students and me during University. Our shared roles involve all that of a small developer from initial conceptualization/design to programming/testing and finally deployment.
- > Since starting we have released our first game on Android's Play Store called Super Awesome Line Game receiving positive feedback and local publicity. We continue to work on more ambitious projects in our free time.

Support Desk Analyst

Ideal Networks | Mar 2014 - Sep 2015

- > I monitored Cisco network and telephony systems primarily supporting P&O Ferries as well as other B2B clients. Devices included switches, routers, hubs and firewalls.
- > First line email/telephone support to record any reported faults within JIRA or the proprietary in-house incident tracking software.

QA Tester / Promotional Staff

Sega Amusements Europe | Jan 2010 - Feb 2010

- > Final phase of quality assurance testing for "Sonic & Sega All-Stars Racing". This required a keen eye for detail to discover and record various software bugs prior to release.
- > Working as promotional staff I was required to demonstrate products to potential industry buyers attending the EAG International convention at the Excel Centre.

EDUCATION

2011 - 2015 | University of Brighton

BSc(Hons) Computer Science (Games)

- > 2:1 Second Class Honours (Upper Division)
- > My dissertation project on procedurally generated puzzle/maze levels within Unity received high acclaim and distinction.
- > Final Year: Game design and development (73%); Individual Project (73%); Computer graphics algorithms (67%); Emerging games technologies (66%)
- > 2nd Year: Intelligent systems (74%); Logic and formal specification (67%)
- > 1st Year: Programming (88%); Databases (86%); Mathematics (77%)

2008 - 2010 | Coombe Sixth Form

- > A2: Psychology - A, Computing - B, Maths & Mechanics - C
- > AS: Photography - C

2003 - 2008 | Southborough High School

- > GCSEs: 4 As, 4 Bs, 1 C, Applied Diploma in ICT (4 GCSEs)

INTERESTS

- > **Videogames:** I have been passionate about video games from the fourth generation of consoles. Since then I have played games across various platforms and genres. Some of my favourite series include Pokemon, Mario Kart, Street Fighter, Hitman and Civilization.
- > **Travelling and Photography:** My biggest interest is travelling to new places and seeing what the world has to offer. I love simply being immersed in different environments and capture what I see on film.
- > **Sports:** Kickboxing, muay thai, cycling, swimming, snowboarding, scuba diving

REFERENCES

References are available upon request.