

matthewcarney

senior gameplay programmer

ABOUT

London
United Kingdom

TECHNOLOGY

Unity, Unreal Engine
RakNet & ENet
GCC, VC++ & Valgrind
Git, SVN & PerForce

LANGUAGES

C#, C++
C, Java, Golang
Python, Lua, Ruby
Batch & Bash Scripting
Powershell

SKILLS

Rapid Prototyping
Character Coding
Gameplay Systems
Networked Physics
Low Level Profiling
Network Replication
Debug Tooling
Socket Programming

<https://matthewcarney.net> • [github://Killeroo](https://github.com/Killeroo) • matthewcarney64@gmail.com

ABOUT

I'm a passionate Senior Gameplay Programmer with over 6 years experience working on a variety of AA and AAA titles. I strive to work with innovative teams on truly creative projects.

EXPERIENCE

- Sept 2024 **Senior Gameplay Programmer • Epic Games • Game Developer** Present
Creating new gameplay features for Fortnite and part of a small and experienced team working on a new Unannounced Game
- Developing new seasonal gameplay features (weapons, movement tech and items etc) within a tight seasonal cadence for **Fortnite: Battle Royal**.
- Adapting to work on bugs and features within a huge game and engine technology stack.
- Worked on refreshing key **Fortnite** evergreen gameplay systems.
- Working with **Unreal Engine** teams to develop and harden new engine technology.
- Onboarding new team members and developing tools to help other developers perform their jobs better.
- Jan 2022 **Senior Network Programmer • Mediatonic • Game Developer** 2.5 years
Network programmer on Fall Guys and key character programmer on Fall Guys x Fortnite collaboration
- Part of core network and gameplay team on **Fall Guys**.
- Adding new maps, gameplay and obstacles for each new Fall Guys season.
- Refactoring low level network and game systems, tackling complex physics replication issues.
- Console specific bugfixing and optimizations.
- Key character programmer working on porting the Fall Guys character into **Fortnite**.
- Implemented core character functionality such as networked ragdoll, collision response systems and a robust mantle system.
- Sept 2018 **Network Programmer • NaturalMotion • Game Developer** 3 years
Responsible for maintaining, extending and developing multiplayer systems and game system programming
- Worked on a shipped RakNet multiplayer system, added matchmaking, extended features and hardened system.
- Created validation systems, built a deterministic physics engine and designed a new multiplayer system for an upcoming title.
- Created and maintained unity editor extensions and tooling.
- Handled documentation write ups, project handovers to external studios and intern mentoring.
- Sept 2017 **Software Developer • Panlogic • Digital Media Agency** 7 months
- July 2015 **HMI Developer • Drilling Systems • Oil Rig Simulation Company** 1 year

PERSONAL PROJECTS

I've worked on a lot of different personal and professional projects, too many to nicely list here. Instead you can find them all over on my website: code.matthewcarney.net

EDUCATION

2013–2017	B.Sc. Hons. Computer Science Majoring in Computer Science Specialization in Network Programming, Application Development & Data Mining	Bournemouth University
2011–2013	GCE Advanced Levels (A levels) A levels in Computer Science, Geology and Religious Studies AS in History	Richmond College

REFERENCES

work ref	Epic Games Available on application
work ref	Natural Motion Available on application
academic ref	Bournemouth University Available on application