Matthew Carney PROGRAMMER

Contact

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Work

Senior Gameplay Programmer — **Epic Games** ↗ (Sept 2024 - Present)

○ **Fortnite** ↗
- Working on seasonal gameplay team on Battle Royal mode during Chapter 6
- Creating new seasonal gameplay features.
- Maintaining and upgrading evergreen functionality
- Creating tooling, optimizing game systems

Senior Network Programmer — **Mediatonic** ↗ (Jan 2022 - Dec 2024)

○ **Fall Guys x Fornite** ↗
- Research and development for efforts to port Fall Guys character into Fortnite BR and UEFN modes.
- Key character programmer, specializing in networked physics and character movement modes.
- Adapting existing Fortnite systems, Unreal Engine code and working closely with Designers.

○ **Fall Guys: Ultimate Knockout** ↗
- Part of core network and gameplay team.
- Optimizing and improving networking systems.
- Nintendo Switch specific improvements and bug fixing
- Free to play launch through to Season 9 and Creative Mode launch

Software Engineer — **NaturalMotion Games** ↗ (Sep 2018 - Jan 2022)

○ **CSR3 (Pre-Production)** ↗
- Research and development on core multiplayer implementation.
- Packet structure, low level network implementation.
- Helped develop and maintaining deterministic physics engine.

○ **CSR2** ↗
- Extending existing RakNet multiplayer implementation to add skill based matchmaking to the game.
- Maintaining Ruby APIs and PHP backend game services.

Web Developer — **Panlogic** ↗ (Sep 2017 - Mar 2018)

○ Maintaining and developing websites, stress-testing, migrating to cloud services and tooling

HMI Developer — **Drilling Systems** ↗ (Jul 2015 - Apr 2016)

○ Creating applications to emulate physical interfaces and controls for drilling rig training simulators.

Projects

I've worked on a lot of different personal and professional projects, too many to nicely list here. Instead have a look at the **Projects Page** ↗ on my Website to find them.

Education

Bournemouth University (2013 - 2017)

○ Final year thesis on developing a distributed Rsync based file transfer program. (**Final Year Project** ↗)
○ Specializing in Application Programming and Networking.

Richmond upon Thames College (2011 - 2013)

○ 3 A Levels in Computer Science, Geology and Religious Studies.

The London Oratory School (2006 - 2011)