

# MATTHEW OSTIL

GAME DESIGNER & DEVELOPER

## PROFILE

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## EDUCATION

**Honours Bachelor of Arts, Digital Enterprise Management**  
University of Toronto & Sheridan College

2006 - 2011

## SKILLS & QUALIFICATIONS

- Unity3D in both the 2D and 3D environments in C#
- A full development cycle from concept, development and release (iOS & Android)
- Designing children's educational content
- Huge passion for game development and creating content
- Strong communication skills both in writing and verbal
- Detail oriented with an appreciation for accuracy and consistency
- Love working collaboratively in teams with a large variety of talents

## EXPERIENCE

### **AXS Studio | Unity Developer**

2017 - Present

Biomedical Interactive Experiences

- Assisted in the design and development of interactive experiences used at biomedical conferences
- Provided time sensitive deliverables on multiple on-going projects for a variety of clients
- Worked on a wide array of projects which included the use of multiplayer virtual reality, holograms, screen interactives and custom built hardware.

### **TVO | Senior Game Designer**

2015 - 2017

MPower 3-6 Math Suite

- Partnered with the Ontario Ministry of Education to develop a math learning tool for classrooms
- Designed over 20 curriculum supported games
- Presented and pitched ideas to the committee as part of the approval process
- Communicated all designs and changes via Game Design Documents, used by all departments

### **Qixen-P Design | Game Developer**

2016 - 2017

Tallnum

- Freelanced as a solo Unity developer to create a puzzle game from start to finish
- Assisted in the overall design and mechanics
- Implemented additional features such as monetization, social and analytic plugins
- Prepared and shipped to Google Play and iTunes

### **Theropods | Game Developer**

2017

Theropods

- Freelanced as a volunteer Unity developer to help create a point and click game demo for Kickstarter
- Implemented game design and art based on the provided documentation
- Researched and used additional plugins (Adventure Creator) to increase workflow

### **Crytivo Games | Game Designer**

2014 - 2015

The Universim

- Freelanced on a successful international Kickstarter project, raising over \$500,000
- Helped solidfy design and direction of the project
- Created wireframe designs and documentation to be used as jump off points for developers
- Provide updates to the community and supporters via website blog postings

**Ganz Studio | Game Designer**

2011 - 2015

Webkinz

- Coordinated new release of content across all departments
- Designed and implemented content through inhouse CMS tools
- Designed and pitched new game ideas for the Webkinz brand