MATTHEW DOUCETTE

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This cover letter outlines my indie game development experience:

- Game Design/Development/Publishing — PC, Xbox 360, Windows Phone, HTML5, Xbox One, PS4, Nintendo Switch
- Frameworks — C#, XNA, MonoGame, Unity
- Platform Development/Evangelism — Xbox LIVE Indie Games, ID@Xbox, PS4 Third Party Relations
- Platform Design/Marketing — open letter proposal to Xbox LIVE (referenced in 8th gen console designs)
- Education — Brilliant Labs, Kids Make Games, Xbox MVP, NSCC, Xbox Ambassador Community Champion

Entrepreneurship: Xona Games is an Xbox/PlayStation game studio I co-founded in 2008. We produced 9 games on a variety of platforms listed above. My responsibilities entailed management, programming, production, HR, marketing, and finances. I helped design/run an annual GDC booth. I was the lead developer of our 8th gen titles: **Score Rush Extended** released on PS4 and was used to pitch MonoGame to Xbox One. Currently developing our next title. See our games at xona.com/games.

Awards: Our first three Xbox 360 releases – **Decimation X**, **Decimation X3**, and **Score Rush** – were #1 in Japan in sales and ratings; They held 3 of 5 top-rated games in Japan and were #1 and #2 bestsellers in other countries (2010). **Score Rush Extended** was a semi-finalist in the Game Development World Championships (2016). **Duality ZF** was a semi-finalist in the 3rd Independent Game Developer's Competition (IndiePub) for technical excellence (2010) and a finalist in Dream Build Play 2009 and 2010 – placing 5th and 7th worldwide against entries from over 100 countries. Our games were top picked by IGN, Famitsu, Gamasutra, and Joystiq. We won Innovacorp's $100,000 I-3 Technology Start-Up Competition (2010), Tizen's $50,000 App Challenge (2014), and Roger's $20,000 Big Idea contest (2013). We landed an additional $124,000 in funding (2013-2022). Browse our awards at xona.com/awards.

Evangelism: I developed the **Xona Proposal** (xona.com/proposal; 2010-2011) for the Xbox LIVE Indie Games platform. It addressed the lack of consumer confidence reminiscent of the 1983 video game crash. Many next-gen platforms referenced my work. I was involved in the original Indie Games Winter Uprising, addressing the same issues. I submitted 5 of the top 10 most-voted Microsoft Connect (bug tracking) issues related to XBLIG. Xona Games never released a title that lowered consumer expectations of the platform – a demonstration of our integrity. Our games placed 5th and 7th worldwide in two Dream Build Play contests and landed XBLA, Xbox One, and PS4 contracts. I was one of seven Xbox MVPs (2016-2022) in Canada and one of three worldwide for Xbox game development. (*Xbox MVP was a Microsoft award given to community leaders. There was 100+ million monthly active users on Xbox and only 54 MVPs, each MVP were one in a million – literally – and was meant to be the highest award achievable by the Xbox gaming community.*) After Xbox MVP, I became an Xbox Ambassador Community Champion (2023). Xbox Ambassadors are a community of gamers who represent Xbox and are committed to making gaming fun and inclusive for everyone. Community Champions are similar to Xbox MVPs; They are selected and recognized members who serve as role models for other Xbox Ambassadors and collaborate with Xbox teams.

Education: Education is my second passion. I have tutored K-12, college, and university students in math and programming. Via Xona Games, I taught game development and participated in high school and university co-operative education programs. Partnered with Brilliant Labs, I developed Kids Make Games (xona.com/kidsmakegames; 2015) where I taught game development directly in schools, with focus on game programming and project-based learning. I also developed online tutorials and mentored startups. I participated in youth and rural entrepreneurship events, where Xona Games served as a rural example of worldwide success, which has inspired the launch of new businesses. I co-founded The Hub Yarmouth and Ignite Labs incubator which are co-working spaces that supports startups and deliver workshops and events. At NSCC, I developed the *Game Programming concentration* (2019), *Authentic Studio Environment* (2020), and *Game Programming / Game Art programs* (2023) that emulate industry processes, projects, workspaces, communication, time management, evaluation/assessment, with multi-disciplinary collaboration between programmers, artists, designers, and managers – authentic experiential learning. I also launched the NSCC Game Jam (2018) and have hosted Nova Scotia's Global Game Jam (2021) during COVID restrictions.

History: In my past, I was involved in various technologies including artificial intelligence (AI), web programming, and our proprietary 3D graphics software renderer (xona.com/escape). Before this, school and hobbyist projects dominated my life. I have been programming games and computer graphics since grade 2 (7 years old).

Please connect with me anytime. My resume follows below. I am open to travel and regularly attend worldwide game conferences.

Best Regards,
Matthew Doucette

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RECENT EMPLOYMENT HISTORY

2023 – present   **Xbox Ambassador Community Champion, Microsoft** (ambassadors.microsoft.com)
Xbox Ambassadors foster a positive Xbox gaming community that is inclusive and fun for everyone. Community Champions are recognized members who collaborate with Xbox teams. Job entails:
- Community development/engagement, represent Xbox brand, collaborate with Xbox teams (NDA)
- Hosting/attending events, tech support, guidance/mentorship (for gamers)

2018 – present   **Co-Founder, Ignite Labs** (igniteatlantic.com)
Co-founder + board member (2020-present) of Ignite Labs, a rural Nova Scotia start-up incubator. Focus on entrepreneurship and technology. Launched with $600,000 funding (ACOA, NSCC). Job entails:
- Business mentorship, event management (technology, software dev, games industry)
- Corporate governance, approval of policies, finances, etc.

2016 – present   **Game Development Faculty, NSCC** (nscc.ca)
Faculty + Faculty Chair (2017-present) of NSCC Game Development programs. Developed *Game Programming / Game Art programs* and *Authentic Studio Environment* – emulating industry processes and multidisciplinary collaboration. Job entails:
- Instruction, mentoring, market analysis, industry events/relationships, conferences, marketing, PR
- Game development (C#/Unity), curriculum development, industry emulation, technical research

2016 – 2022   **Xbox MVP, Microsoft** (xbox.com)
Microsoft Xbox community leader distinction award. One of seven Xbox MVPs in Canada, sole in Atlantic Canada, one of three in world for Xbox game development. Job entails:
- Teaching Game development (C#, XNA, MonoGame, Unity, Xbox 360, Xbox One, Xbox Series X|S)
- Education (K-12, College, University, Co-op)

2008 – present   **CEO, Xona Games** (xona.com)
Co-founder + Game Producer + Lead Programmer (2013-present) + CEO (2015-present). Award-winning #1-in-Japan game studio. Produced 9 titles for Xbox, PlayStation, PC, mobile, etc. Job entails:
- Business development, conferences, management, game production, social media, PR
- Audiovisual design, game programming (Windows PC, C#, .NET, XNA, Mono, MonoGame)

2015 – 2016   **Game Development Instructor, Brilliant Labs** (brilliantlabs.com)
Game Development in K-12 Atlantic Canadian schools using Xbox One and PS4 technologies. Focused on coding and project-based learning. Job entailed:
- Game development, management, design, documentation
- Social skills, childhood education

2015 – 2016   **Co-Founder, The Hub Yarmouth** (@hubyarmouth)
Co-working space in west coast Nova Scotia. Part of global Impact Hub network. Job entailed:
- Business development, management, design, renovations
- Events, social media, speeches, PR

2012 – 2013   **Unity Lead Developer, Marroni Electronic Entertainment**
Lead developer on private game prototype. Under NDA. No details released to public. Job entailed:
- Programming (Windows PC, Unity, MonoDevelop), game design, prototyping, research, pitching

2011 – 2012   **Software Development Engineer, Web.com** (web.com)
Developed web app used by millions. Back-end Java/Spring (MVC) Framework. Front-end JavaScript/jQuery. Experience in: Java, JDK, JavaScript, jQuery, Apache (*Ant, Maven, HTTP Server, Tomcat, mod_jk, Lucene*), TortoiseSVN, JAI, JAI Image I/O, Eclipse, Firebug, SSH, Ubuntu, MediaWiki, JIRA, Oracle VM VirtualBox, Oracle SQL Developer. Job entailed:
- Programming (Windows PC, Eclipse, Java, JavaScript)
- Web design, escalated tech support (HTML, JavaScript, jQuery, etc.)

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Hardware	x86 (PC, Xbox One), PS4, PowerPC (Xbox 360), ARM (Windows Phone 7)
OS	MS-DOS, Windows 3.1/95/98/ME/2000/NT/XP/Vista/7/8/10/11, UNIX, Mac, VAX-VMS, X-Windows
Software	Visual Studio, Git/GitHub, Eclipse, MySQL, Apache, Adobe (Photoshop, Premiere Pro), 3D Studio Max, Blender
Languages	C# (.NET), Visual C++, 3Dfx GLIDE v2.x, Visual Basic, Perl (CGI), CSS, PHP, SQL, HTML, XML, DHTML, Java, JavaScript, JDK, jQuery, JAI, GLSL, MEL (Maya), ANSI C, PC Assembly, Pascal (Turbo, TMT, Borland 7.0), Modula 2, FORTRAN 77/90, BASIC (GW, TI, TI-Extended), CA-dBFast 2.0, LISP, Prolog, SQL, MS-DOS batch, Python, shell scripts
GameDev	MonoGame, XNA, Unity (C#), Mono
Databases	MySQL, Dbase, Microsoft Access, Oracle

ACCOMPLISHMENTS

- Co-founded Ignite Labs (2018) and board member (2020-present).
- Co-founded The Hub Yarmouth (2015).
- $124,000 funding (ACOA, Futurpreneur, SE (SEB), etc.) for Xona Games (2013-2022).
- $100,000 "First Place Award Winner" in Innovacorp I-3 Technology Start-Up Competition (2010).
- $50,000 "Top 10 Rated HTML5 Apps" in Tizen App Challenge (2014).
- $20,000 Grand Prize in Rogers Small Business Big Idea contest (1st in Canada) (2013).
- $2,800 "Winner" in Intel GameDev Q1 Inspire Contest (2022).
- $1,000 Microsoft WP7COMP "highly commended" entry (2011).
- $850 3rd Place in Atlantic Lottery Hackathon (2015).
- Official Xbox One developer (top 50 worldwide Microsoft pick) (2013) and official PlayStation 4 developer (2014).
- Dream Build Play finalist: 2nd in Canada, 7th worldwide (2009) and 1st in Canada, 5th worldwide (2010).
- Developed three titles ranked #1 in Japan in sales and ratings on Xbox 360 (2010).
- 3rd Independent Game Developer's Competition semi-finalist (2010).
- PAX East Geometry Wars 2 tournament 2nd (2012) and 1st (2013).
- Xbox MVP (2016-2022) and Xbox Ambassador Community Champion (2023-present).
- 100,000 Xbox LIVE Gamerscore (2020) + 136 game completions (2023).

More: TV features (CBC TV News and Reviews On The Run), 13 magazine features (Retro Gamer, Develop, Famitsu, Official Xbox Magazine), keynote/guest speaker invitations, #1 rated / #1 best-selling games in multiple countries, top picked games (IGN, Famitsu, Gamasutra, Joystiq), top placements in math competitions, coined "domain hacks", congratulated by Nova Scotia House of Assembly, solved Rubik's cube in 27 seconds, top 3% overall on StackOverflow, 99.7% percentile + 2718 peak ELO rating in Chess.com puzzles, discovered a mathematical integer sequence (A332271), and more: xona.com/awards.

EDUCATION

1999 Bachelor of Computer Science, **Acadia University**, Wolfville, N.S.
Awards: 3.72 GPA, 1996 Deans' List, 1997 Deans' List, 1999 University Scholar.
Courses Included: Computer Programming, Digital Systems, Assembly Language & Computer Organization, Programming Languages, Systems Programming, Data Structures & File Processing, Computers & Society, Systems Analysis & Design, Operations Research, Computer Graphics, AI, Software Engineering, Translators, Operating Systems, Database Management Systems, OOP, Advanced Computer Architecture, Final Project (xona.com/tbc), Introductory Calculus, Matrix Algebra, Sets/Functions/Algorithms, Graph Theory & Matrix Algebra, Calculus of Several Variables, Numerical Methods, Algebraic Structures, Introductory Physics

1994 Degree in Computer Programming Technician, **COGS**, Lawrencetown, N.S.

See more at matthewdoucette.com/education.

EXPERIENCE LEVELS

Expert: Procedural Programming, Object-Oriented Programming, 2D Graphics Programming, Game Programming, Game Development, Game Design, C# (.NET), UI, UX

Advanced: 3D Graphics Programming (outside engine), AI Programming (alpha-beta), C/C++, MS-DOS

Intermediate: Unity Engine Programming, Porting, Perl, PHP, MySQL, Unix, Java, JavaScript, Visual Design, Sound Design, Adobe Photoshop