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## MATTHEW DOUCETTE

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This cover letter outlines my experiences in:

- Game Design, Development, and Publishing – PC, Xbox 360, mobile, Xbox One, PlayStation 4.
- Evangelism: Gaming Technologies – C#, XNA, Mono, MonoGame.
- Evangelism: Indie Game Platforms – XBLIG, ID@Xbox, PS4 TPR.
- Game Platform Design – my open letter proposal, referenced in multiple next-gen console designs.

**My Studio:** Xona Games is an Xbox and PlayStation game studio I founded in 2008. We produced 9 games for PC, Xbox 360, Windows Phone, HTML5, PS4, and Xbox One. I covered management, programming, production, and marketing. I help design and run our GDC booth each year. I am the current lead developer of our next-gen titles. **Score Rush Extended**, released on PS4 and coming to Xbox One and PC, was one of the first Xbox One titles to use MonoGame technology. See our games at [xona.com/games](http://xona.com/games).

**My Awards:** Our games have won awards. Our Xbox 360 games were all #1 in Japan in sales and ratings; They were 3 of the top 5 in Japan simultaneously and #1 and #2 bestselling in other countries including U.S. and Canada. We won Innovacorp's \$100,000 I-3 Technology Start-Up Competition, Tizen's \$50,000 App Challenge, and Roger's \$20,000 Big Idea contest. We landed an additional \$115,000 in funding. Browse our awards at [xona.com/awards](http://xona.com/awards).

**My Evangelism:** I developed the "Xona Proposal" ([xona.com/proposal](http://xona.com/proposal)) 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 5<sup>th</sup> and 7<sup>th</sup> worldwide in two Dream Build Play contests and landed XBLA, Xbox One, and PS4 contracts. I am currently one of seven Xbox MVPs in Canada and one of five worldwide for Xbox game development. (*Xbox MVP is a Microsoft award given to community leaders. There is 60+ million monthly active users on Xbox and only 59 MVPs, each MVP is one in a million – literally – and is meant to be the highest award achievable by the Xbox gaming community.*)

**My Education:** Education is my second passion. I have tutored K-12, college, and university students in math and coding. Via Xona Games, I teach game development online and participate in high school and university co-operative education programs. In partnership with Brilliant Labs, we developed Kids Make Games ([xona.com/kidsmakegames](http://xona.com/kidsmakegames)) where I taught game development directly in our schools, with focus on coding and project-based learning. I also developed online tutorials and mentored startups. With Xona Games serving as an example of worldwide success from a rural area, I participate in youth and rural entrepreneurship events which has inspired the launch of new businesses. I co-founded The Hub Yarmouth co-working space and Ignite Labs incubator for technology startups and deliver educational workshops and events to inspire coding and entrepreneurship.

**My History:** In my past, I was involved in various technologies including artificial intelligence, web programming, and our proprietary 3D graphics software renderer ([xona.com/escape](http://xona.com/escape)). Before this, school and hobbyist projects dominated my life. I have been coding games and 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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<b>Hardware</b>	x86 (PC, Xbox One), PS4, PowerPC (Xbox 360), ARM (Windows Phone 7)
<b>Operating Systems</b>	MS-DOS, Windows 3.1/95/98/ME/2000/NT/XP/Vista/7/8/10, UNIX, Mac, VAX-VMS, X-Windows
<b>Software</b>	Visual Studio, Eclipse, MySQL, Apache, Adobe Photoshop, 3D Studio Max
<b>Languages</b>	C#, .NET, XNA, Mono, MonoGame, Visual C++, 3Dfx GLIDE v2.x, Visual Basic, Perl, CGI, CSS, PHP, SQL, HTML, XML, DHTML, Java, JavaScript, JDK, jQuery, JAI, Turbo Pascal, ANSI C, PC Assembly, TMT Pascal, Borland Pascal 7.0, Modula 2, FORTRAN 77/90, BASIC (GW, TI, TI-Extended), CA-dBFast 2.0, LISP, Prolog, SQL, DOS batch files, Shell-Scripts, Python
<b>Databases</b>	MySQL, Dbase, Microsoft Access, Oracle

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**RECENT EMPLOYMENT HISTORY**

- 2018 – Present**      **Co-Founder, Ignite Labs ([igniteatlantic.com](http://igniteatlantic.com))**  
Co-founder and board member 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)  
- Board of directors (2020 – Present)
- 2016 – Present**      **Game Development Faculty, NSCC ([nsc.ca](http://nsc.ca))**  
Faculty and Faculty Chair (2017 – Present) of NSCC Game Development program, which I develop and deliver. First graduates in June 2017. I help learners be successful. Job entails:  
- Instruction, mentoring, market analysis, industry events/relationships, conferences, marketing, PR  
- Game development, curriculum development, technical research
- 2016 – Present**      **Xbox MVP, Microsoft ([mvp.xbox.com](http://mvp.xbox.com))**  
Microsoft Xbox community leader distinction award. One of seven Xbox MVPs in Canada, only one in Atlantic Canada, one of five in world for Xbox game development. Job entails:  
- Game development (C#, XNA, MonoGame, Unity, Xbox 360, Xbox One, Xbox Series X)  
- Education (K-12, College, University, Co-op)
- 2008 – Present**      **CEO, Xona Games ([xona.com](http://xona.com))**  
Co-founded Xona Games, an 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](http://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](https://twitter.com/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. 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](http://web.com))**  
Developed web app used by millions. Back-end Java and Spring (MVC) Framework. Front-end JavaScript and 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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**ACCOMPLISHMENTS**

- Ignite Labs co-founder (2018) and board member (2020).
- Co-founded The Hub Yarmouth (2015).
- \$115,000 funding for Xona Games (2013–2014).
- \$100,000 “First Place Award Winner” in I-3 technology start-up contest (2010).
- \$50,000 “Top 10 Rated HTML5 Apps” in Tizen App Challenge (2014).
- \$20,000 Grand Prize in Rogers Small Business Big Idea contest (1<sup>st</sup> in Canada) (2013).
- \$1,000 Microsoft WP7COMP “highly commended” entry (2011).
- Official Xbox One developer (top 50 worldwide Microsoft pick) (2013) and official PlayStation 4 developer (2014).
- Dream Build Play finalist: 2<sup>nd</sup> in Canada, 7<sup>th</sup> worldwide (2009) and 1<sup>st</sup> in Canada, 5<sup>th</sup> 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).
- Xbox MVP (2016–)
- PAX East Geometry Wars 2 tournament 2<sup>nd</sup> (2012) and 1<sup>st</sup> (2013).
- Featured on TV: CBC TV News (2009) and Reviews On The Run (2011).

More: 13 magazine features (Retro Gamer, Develop, Famitsu, Official Xbox Magazine), keynote/guest speaker invitations, #1 rated and #1 bestselling 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, solve the Rubik’s cube in under 30 seconds, top 3% overall on StackOverflow, and more: [xona.com/awards](http://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](http://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](http://matthewdoucette.com/education).

**TECH SKILLS**

Skill Name	Skill Level	Experience
Programming	Expert	30+ years
2D Graphics Programming	Expert	30+ years
3D Graphics Programming	Expert	10+ years
Game Development	Expert	30+ years
Perl	Expert	10+ years
PHP	Intermediate	1 year
MySQL	Intermediate	4 years
Unix	Intermediate	4 years
AI Programming	Expert	10+ years
C# (.NET)	Intermediate	10+ years
C/C++	Intermediate	4 years
Java	Intermediate	3 year
MS-DOS	Expert	20+ years
JavaScript	Intermediate	10+ years
Visual Design	Intermediate	30+ years
Audio Design	Intermediate	20+ years
User Interface / Usability	Expert	30+ years
Adobe Photoshop	Intermediate	15+ years