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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 擎点**, 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.

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 best selling 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.

My Evangelism: I developed the “Xona Proposal” (xona.com/proposal) for the Xbox LIVE Indie Games platform. It addressed the lack of consumer confidence, a case of history repeating itself: It was the root cause 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.

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 by participating in high school and university co-operative education programs, as well as online. Via Brilliant Labs, 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). 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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Hardware	x86 (PC, Xbox One), PS4, PowerPC (Xbox 360), ARM (Windows Phone 7)
Operating Systems	MS-DOS, Windows 3.1/95/98/ME/2000/NT/XP/Vista/7/8/10, UNIX, Mac, VAX-VMS, X-Windows
Software	Visual Studio, Eclipse, MySQL, Apache, Adobe Photoshop, 3D Studio Max
Languages	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
Databases	MySQL, Dbase, Microsoft Access, Oracle

RECENT EMPLOYMENT HISTORY

- 2018 – Present** **Co-Founder, Ignite Labs** (igniteatlantic.com)
Yarmouth-based start-up incubator serving Southwest Nova Scotia, focusing on entrepreneurship in technology, oceans, and tourism sectors. ACOA and NSCC have invested a combined \$600,000 to launch Ignite Labs. Job entails:
- Business Mentorship
- Event Management (focus on technology)
- 2016 – Present** **Game Development Instructor, NSCC** (nsc.ca)
Core faculty and Faculty Working Group Chair of Game Development program at NSCC Truro Campus. I helped develop and deliver this program. First graduates of the program were in June 2017. My job is simple: Do my part to help learners be successful. Job entails:
- Faculty Duties (instruction, mentorship, curriculum, research, industry, events, etc.)
- 2015 – 2016** **Game Development Instructor, Brilliant Labs** (brilliantlabs.com)
Involving children in game development, directly in Atlantic Canadian schools. PC game with potential for Xbox One / PS4 release. Focuses on coding and project-based learning. Job entails:
- Game Development, Management, Design, Documentation
- Social skills, Childhood Education
- 2015 – 2016** **Co-Founder, The Hub Yarmouth** (thehubyarmouth.ca)
Creating downtown co-working space, representing west coast Nova Scotia. Part of the global Impact Hub network. Launches winter of 2015. Job entails:
- Business Development, Management, Design, Renovations
- Social Media + PR (speeches, Twitter, website)
- 2008 – Present** **Game Producer, Xona Games** (xona.com)
Co-founded Xona Games, an award-winning #1 in Japan studio. Produced 9 titles for Xbox, PlayStation, PC, mobile, etc. Job entails:
- Business Development, Management, Game Production
- Art/Audio Design, Game Programming (Windows PC, C#, .NET, XNA, Mono, MonoGame)
- Social Media + PR (conferences, speeches, blog, YouTube, Facebook, Twitter)
- 2012 – 2013** **Lead Programmer, Marroni Electronic Entertainment**
Lead developer on video game prototype. No details released to public. Job entailed:
- Programming (Windows PC, Unity, MonoDevelop)
- Game Design & Prototyping
- 2011 – 2012** **Software Development Engineer, Web.com** (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.)

ACCOMPLISHMENTS

- \$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 (1st in Canada) (2013).
- \$1,000 Microsoft-supported WP7COMP "highly commended" entry (2011).
- Official Xbox One developer (a top 50 worldwide Microsoft pick) (2013).
- Official PlayStation 4 developer (2014).
- Dream Build Play 2010 finalist (1st in Canada, 5th worldwide) (2010).
- Dream Build Play 2009 finalist (2nd in Canada, 7th worldwide) (2009).
- Developed three games ranked #1 in Japan (in sales and ratings) on Xbox 360 (2010).
- 3rd Independent Game Developer's Competition semi-finalist (2010).
- 1st at PAX East Geometry Wars 2 tournament (2013).
- 2nd at PAX East Geometry Wars 2 tournament (2012).
- Featured on TV: CBC TV News (2009) and Reviews On The Run (2011).

More: 13 magazine features (Retro Gamer, Develop, Famitsu, OXM), keynote and guest speaker invitations, #1 rated and best selling games in multiple countries, top picked games (IGN, Famitsu, Gamasutra, Joystiq). Plus: top placements in math competitions, coined "domain hacks", congratulated by Nova Scotia House of Assembly, can solve the Rubik's cube in less than 30 seconds, top 5% overall on StackOverflow, 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.
- 1993** High School Diploma, **Yarmouth Consolidated Memorial High School**, Yarmouth, N.S.

TECH SKILLS

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