

**MATTHEW DOUCETTE**

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This cover letter outlines my *game development* experience:

- **Game Design, Development, Publishing** – PC; Xbox 360; WP7; HTML5; Xbox One; PS4; Switch; iPhone; Android
- **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 8<sup>th</sup> gen console designs)
- **Education** – Brilliant Labs; Kids Make Games; Xbox MVP; NSCC; Xbox Ambassador Community Champion; Xbox Community Champion

**Entrepreneurship:** Xona Games is an Xbox/PlayStation game studio I co-founded in 2008. We produced 9 games. Responsibilities included management, programming, production, HR, marketing, and finances. I designed/ran an annual GDC booth. I was the lead developer of **Score Rush Extended (PS4; 2016)**, used to pitch **MonoGame to Xbox One**. We landed **XBLA/XB1/PS4** contracts. See our games at [xona.com/games](http://xona.com/games).

**Awards:** Our first three releases – **Decimation X**, **Decimation X3**, and **Score Rush** – were #1 in Japan in sales/ratings, held 3 of 5 top-rated games in Japan, and were #1 and #2 bestsellers in other countries (**X360; 2010**). **Score Rush Extended (PS4)** was a semi-finalist in the **Game Development World Championships (2016)**. **Duality ZF** was a semi-finalist in the **3<sup>rd</sup> Independent Game Developer's Competition (IndiePub)** for technical excellence (2010) and a finalist in **Dream Build Play** – placing 5<sup>th</sup> and 7<sup>th</sup> worldwide (100, 110 countries) (2009, 2010). Our games were top picked by IGN, Famitsu, Gamasutra, and Joystiq. We won Innovacorp's \$100,000 **I-3 Technology Start-Up Competition (2010)**, \$50,000 **Tizen App Challenge (2014)**, and \$20,000 **Rogers Small Business Big Idea Giveaway** national contest (2013). We landed an additional \$124,000 in funding (2013-2022). Browse our awards at [xona.com/awards](http://xona.com/awards).

**Evangelism:** I developed the **Xona Proposal** ([xona.com/proposal](http://xona.com/proposal); 2010-2011) for the **Xbox LIVE Indie Games (XBLIG)** platform. It addressed the lack of consumer confidence reminiscent of the 1983 video game crash. It was referenced by many next-gen platforms. I was involved in the **Indie Games Winter Uprising** launch, addressing the same issue. I submitted 5 of the top 10 most-voted Microsoft Connect (bug tracking) issues related to XBLIG. We never released a title that lowered consumer expectations of the platform – a demonstration of our integrity. I also launched the **NSCC Game Jam (2018)** and have hosted Nova Scotia's **Global Game Jam (2021)** during COVID restrictions.

**Recognition:** I have been recognized as a leader within the Xbox community:

- 1) **Xbox MVP (2016-2022)**
- 2) **Xbox Ambassador Community Champion (2023-2024) + Xbox Community Champion (2024-present)**

These are Microsoft awards given to community leaders. There were 54 **Xbox MVPs** out of over 100 million active **Xbox** users, each were one in a million – literally – and meant to be the highest award achievable by the **Xbox** gaming community. I was 1 of 7 **Xbox MVPs** in Canada and 1 of 3 worldwide for Xbox game development. **Xbox Ambassadors** commit to making gaming inclusive for everyone. **Community Champions** are rewarded and recognized leaders who serve as role models for other **Xbox Ambassadors** and collaborate with **Xbox** teams.

**Education:** Authentic education – experiential learning – is my second passion. I tutored K-12/college/university students in math/programming and participated in high school and university co-operative education programs. I partnered with **Brilliant Labs** to develop **Kids Make Games** ([xona.com/kidsmakegames](http://xona.com/kidsmakegames); 2015) to teach game development & programming in K-12 schools using project-based learning. At **NSCC**, I developed their **Game Programming** concentration (2019), **Authentic Studio Environment (2020)**, and **Game Programming and 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.

**Mentorship:** I mentored start-ups and 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 Atlantic** incubator which are co-working spaces that support startups and deliver workshops and events.

**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](http://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 contact me anytime. I am open to travel and regularly attend worldwide game conferences.

– Matthew Doucette

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**RECENT EMPLOYMENT HISTORY**

- 2023 – present**      **Xbox Community Champion, Microsoft ([xbox.com](http://xbox.com))**  
 (Xbox Ambassador Community Champion 2023-2024) Foster a positive Xbox gaming community that is inclusive and fun for everyone. Community Champions are rewarded and recognized Xbox community members who collaborate with Xbox teams. Job entailed community development / engagement, representing Xbox brand, collaboration with Xbox teams (NDA), hosting / attending events, tech support, community guidance / mentorship.
- 2018 – present**      **Co-Founder, Ignite Atlantic ([igniteatlantic.com](http://igniteatlantic.com))**  
 Co-founder + board member (2020-2025) of rural Nova Scotia start-up incubator with 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.
- 2016 – present**      **Game Development Faculty, NSCC ([nsc.ca](http://nsc.ca))**  
 Faculty + Faculty Chair (2017-present) of NSCC Game Development programs. Developed *Game Programming & Game Art programs* and *Studio Model* – emulating industry processes and multidisciplinary collaboration. Job entails instruction, mentoring, evangelism, 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](http://xbox.com))**  
 Xbox community leader distinction award. 1 of 7 Xbox MVPs in Canada, 1 of 1 in Atlantic Canada, 1 of 3 in world for Xbox game development. Job entailed teaching game development (C#, XNA, MonoGame, Unity, Xbox 360 – Xbox Series X|S) to K-12, College, University, Co-op students.
- 2008 – present**      **CEO, Xona Games ([xona.com](http://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](http://brilliantlabs.com))**  
 Steering committee member (2015) and 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, childhood education.
- 2015 – 2016**          **Co-Founder, The Hub Yarmouth ([@hubyarmouth](https://twitter.com/hubyarmouth))**  
 Co-working space on the west coast of 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](http://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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|----------------------|---|
| <b>Hardware</b>      | x86 (PC, Xbox One), PS4, PowerPC (Xbox 360), ARM (Windows Phone 7)  |
| <b>OS</b>            | MS-DOS, Windows 3.1/95/98/ME/2000/NT/XP/Vista/7/8/10/11, UNIX, Mac, VAX-VMS, X-Windows  |
| <b>Software</b>      | Visual Studio, Git/GitHub/GitKraken, Eclipse, MySQL, Apache, Adobe Photoshop/Premiere, 3DS Max, Blender   |
| <b>Documentation</b> | Microsoft Office, Google Drive, Notion, Miro, Figma   |
| <b>Languages</b>     | 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, Git, MS-DOS batch, Python, SPSS, AWK, C Shell, misc. shell scripts. |
| <b>GameDev</b>       | MonoGame, XNA, Unity (C#), Mono   |
| <b>Databases</b>     | MySQL, Dbase, Microsoft Access, Oracle  |

**ACCOMPLISHMENTS**

- Co-founded incubators **Ignite Atlantic** (2018; board member 2020-2025) and **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 (1<sup>st</sup> in Canada) (2013).
- \$2,800 “**Winner**” in **Intel GameDev Q1 Inspire Contest** (2022).
- \$1,000 **Microsoft WP7COMP** “highly commended” entry (2011).
- \$850 3<sup>rd</sup> 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: 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).
- **3<sup>rd</sup> Independent Game Developer's Competition** semi-finalist (2010).
- **PAX East Geometry Wars 2** tournament 2<sup>nd</sup> (2012) and 1<sup>st</sup> (2013).
- **Xbox MVP** (2016-2022), **Xbox Ambassador Community Champion** (2023-2024), **Xbox Community Champion** (2023-present).
- 140,000+ **Xbox LIVE** Gamerscore (2025) + 140+ game completions (2025).

More: TV features (CBC TV News, Reviews On The Run), 13 magazine features (Retro Gamer, Develop, Famitsu, Official Xbox Magazine), keynote/guest speaker, #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, solved 10x10x10 cube, top 3% overall on **StackOverflow**, 99.7% percentile + 2725 peak ELO rating in **Chess.com** puzzles, discovered chess opening (**Doucette Gambit**) and integer sequence ([A332271](https://oeis.org/A332271)), 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).

**EXPERIENCE LEVELS**

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

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

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