Adam Mattacola

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Portfolio: https://www.mattacodestudio.com/portfolio
CV: https://www.mattacodestudio.com/cv

Professional Profile

Experienced Unreal Engine Developer with 6+ years working across Unreal Engine 4 & 5 in both C++ and Blueprints, including multiplayer game systems and large-scale team environments. Strong leadership capabilities, having led development teams, mentored junior developers, and served as the main technical contact for animation and audio teams in an AAA production.

Proven track record in delivering core gameplay systems, AI/ NPC , multiplayer mechanics and systems and complex behaviors, produced cinematics, prototyping for mobile, desktop, and VR/AR platforms. Successfully shipped multiple titles as a lead developer and contributed to meeting tight production milestones on funded game projects. Passionate about pushing technical boundaries and delivering polished gameplay experiences.

Core Skills & Services

- 6+ years Unreal Engine experience (UE4 & UE5)
- Multiplayer systems using C++ & Blueprints
- Experience on AAA title (18+ months)
- Gameplay prototyping & core mechanic implementation
- Lead & mentored developers across teams
- Cinematics and cutscenes skillset
- Strong cross-department collaboration (animation, sound, art)
- Source control (Perforce, PlasticSCM, Diversion , GIT)
- Cross-platform development: PC, Android, iOS, VR
- Project management & task delegation
- Excellent documentation & clean code standards

Technical Skills

- Unreal Engine 4 & 5 (Blueprints & C++)
- Gameplay Ability System (GAS)
- Animation systems & Layered Blend Graphs
- AI complex behavior trees & navigation systems
- Cinematics

- Custom Sub system creations.
- UI/UX implementation
- Source Control: Perforce, PlasticSCM, Git, Diversion
- Agile/Scrum workflows
- Bug fixing, optimization, refactoring

- Template merging
- Multiplayer replication & authority-based design

Professional Experience

Golden Tides (AAA Title) – Lead Developer, Psychedelic Studios (2022–2024)

Led development on core gameplay features. Primary liaison for animation and sound departments. Mentored junior developers. Implemented GAS-based abilities, animation graphs, AI, UI, and ship systems. Large-scale multiplayer with up to 100 players.

Plastic Battlegrounds - AI/NPC multiplayer programmer - VR

Plastic battlegrounds is a single player VR game which is adapting its code and making it a multiplayer game. I was given the task to make the AI soldiers become multiplayer compatible. It entailed myself going through existing code and adapting it where needed to make sure client and server side were only making calls where needed. These did not use Character movement component so I ended up building a component to replicate movement to help with optimising as there were lots of AI soldier needed to be playable at once.

Primeval Horizon - Lead AI/ NPC programmer - Large open world Multiplayer game

I created from scratch AI/ NPC which have different dinosaur behaviours, from drinking water and roaming to attacking dinosaurs that will hide in a bush and ambush their prey. I created a subsystem that will register interaction points on a large open world and have grid searching radius for efficiency as this was a large multiplayer game with lots of AI / NPC's.

Primeval Horizon- Cinematics trailer

Created a short cinematics trailer to introduce a new dinosaur. I had no script but just got told to be imaginative and only make it short. I integrated animations, dinosaur movements, camera movement, fog and environment and sound and pieced it altogether to make a small story of the dinosaur attacking another.

DARK FLOW – Main Character Gameplay Systems

Led character development on DARK FLOW. Rebuilt character using motion matching, implemented IK alignment for dual-weapon support, and added abilities like directional shielding, dash, and flying (with adaptive camera transitions). Integrated shield health system and modular weapon mechanics.

Indoor Skydiving VR Instructor Prototype

Created a VR training prototype for indoor skydiving instructors. The system demonstrates correct hand placements, analyzes distance between instructor and student, and tests instructor reactions to emergency scenarios in real time.

Mobile Titles (FS Dynamic Flying, Space Cruise, Mission Stop-O-Bot) – Solo Developer

Developed and released on Android/iOS. Implemented custom spline-based movement, gameplay progression, ads integration, and unique AI behaviors.

AR Home Extension Visualisation System

Developed an augmented reality system for use on building sites that allows customers to preview planned extensions—such as kitchens, bathrooms, or additional rooms—directly on their existing property. The system imports 3D models from SketchUp or similar software into an AR headset, enabling clients to walk around the actual site and experience their future home modifications to scale before construction begins.

Ex-World Online (MMORPG) – Contract Gameplay Engineer

Integrated into a large pre-existing codebase. Delivered mini-map with quest & party tracking. Handled core gameplay tasks with minimal supervision.

Project Wraith (FPS Multiplayer) – Contract Developer

Assisted in milestone delivery. Migrated logic to C++, fixed bugs, supported another developer. Used PlasticSCM for source control.

SYFA: Earthfall Demo – Sole Developer

Built demo for investor funding. Implemented AI, flying/shooting combat, pickups, objectives, and navigation.

Other Professional Experience

• Skydiving Coach: Represented Team GB, World Champion, and organized global skydiving events.
• Competition Meet Director: Managed events with up to 300 athletes. Coordinated live broadcasts, judges, and schedules.
• Operations Director – Twinwoods Adventure: Oversaw multi-department leisure center, managed HR, H&S, budgets, and events.

Entrepreneurial Projects

• Founded indoor climbing, shooting, escape room, and Halotherapy businesses.
• Designed and ran immersive Halloween experience: Terror Trail.
• Created a new indoor skydiving competition discipline adopted globally.
• Developed judging standards and courses for international use.

Hobbies & Interests

• Game Development • Skydiving • Chess • Skiing • Climbing • Shooting • Kitesurfing • Wakeboarding • Golf

References

Available upon request.
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