

Mathew Palumbo

Fremantle, Western Australia

Phone: +61 419967604

Email: matty@warsprite.com

Portfolio: <http://www.mathewpalumbo.com>

I am a game producer with 4 years experience. I have shipped two projects: God of Riffs for VR (PC and mobile) shipped in 2022 and Cannonfire Fable for Google Play in 2023.

Key Skills & Experience

- Two projects shipped (Steam, Meta App Lab, Google Play)
- Waterfall, Agile (Scrum, Kanban)
- Jira, Notion, Trello, HacknPlan, Monday.com
- Confluence, Microsoft 365, G Suite
- Adobe PS & AI
- GitHub (inc. repo setup), Git Client, Perforce
- Unity & C# (9 years experience)
- Game Design (VR, Rhythm, Stealth, RTS, Systemic, Physics Puzzles)
- Project Management
- Project Planning
- Stakeholder Management
- Creative Problem Solving
- Steam, Meta App Lab, Google Play platform certification experience
- QA Testing
- Optimisation

Industry Experience

2024-2025: Western Australian Games Industry Council

- Partner Liaison (OCM)

2023-25: Warsprite Pty Ltd

- Founder & Director
- Project Manager, Unity Generalist - Cannonfire Fable (for Outback Games)

2020-2022: Boss Music Games Pty Ltd

- Founder & Director

- Producer, Designer & Unity Generalist - God of Riffs (Steam, App lab)
- Producer - Unreleased Wolf Creek VR Demo (for Frame Labs)

2019-2020: SAE - Student Partners Program

- Event Chaperone

2018: AIE

- "Infliction"- QA Tester

Education

2023: Organa (IGEA)

- Agile Game Producer Course

2023: RMIT Online

- Project Management for Professionals

2019-2020: SAE Qantm

- Bachelor's of Game Development
- Achievements: President of the Student Council, Member of the Student Partner program

2016 – 2018: Academy of Interactive Entertainment

- Advanced Diploma of Professional Game Development (Design)
- Certificate III in Information, Digital Media and Technology (Game Development)

References can be made available upon request.