

MATTHEW DAIGNAULT

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A: Bellingham, WA

| RESUME OBJECTIVE

Motivated Game Development student and early career Unity/C# developer seeking an entry level role where I can contribute to gameplay systems, interactive features, QA testing, or junior development work while continuing to grow as a programmer.

| WORK HISTORY

K Machine – Turbine Mechanic

Savannah, GA • 04/2026 - Present

- Perform turbine maintenance, disassembly, cleaning, inspection, repair, and reassembly work at industrial customer job sites.
- Support outage and maintenance projects by completing assigned mechanical tasks safely, accurately, and within project timelines.
- Use hand tools, power tools, measuring tools, and rigging equipment to work on turbine components and related equipment.
- Follow lockout/tagout procedures, PPE requirements, plant safety rules, and site-specific procedures in power generation environments.
- Apply mechanical troubleshooting, attention to detail, and safety-focused problem solving in high-pressure industrial work environments.

Dunkin' Donuts – Restaurant General Manager

Laurinburg, NC • 06/2022 - 04/2026

- Managed daily restaurant operations, including staffing, scheduling, inventory, ordering, customer service, food safety, and shift execution.
- Increased store sales by 7% in the first year as General Manager through stronger team performance and operational consistency.
- Consistently earned 97%-99% state health inspection scores by maintaining strong sanitation, food safety, and cleanliness standards.
- Hired, trained, coached, disciplined, and developed employees while building a reliable and accountable team.

| EDUCATION

Full Sail University

Winter Park, FL • 04/2026

Bachelor of Science: Game Development

Colorado Technical University

Colorado Springs, CO • 05/2023-04/2026

Transferred to Full Sail University

Bachelor of Science: Software Engineering

| SKILLS

- Level Design
- Unity Development
- C# Programming
- Games Systems Design
- Debugging & Problem Solving
- UI & Interactive Design
- 3D Modeling W/ Blender
- Scene Organization
- Input Controls
- Component Based Design
- Decoupled System Design
- Modular Game Systems
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- Led employees during high-volume shifts while maintaining speed, accuracy, communication, and customer service.
- Developed leadership, communication, time management, and operational problem-solving skills that transfer into team-based development environments.

Mr. Fence – Fence Installer

Laurinburg, NC • 05/2015 - 06/2022

- Installed residential and commercial fencing according to job plans, property layouts, customer requirements, and company quality standards.
- Prepared work trucks, loaded tools and materials, reviewed job paperwork, and coordinated daily job-site execution.
- Communicated with customers on site to confirm layouts, expectations, special instructions, and project details.
- Used hand tools, power tools, measuring equipment, and job-site problem solving to complete installation work accurately.
- Directed and supported a laborer/helper while maintaining clean, organized, and safe work areas.

| ACCOMPLISHMENTS

- Built and launched a personal portfolio website at mattfolio.dev to showcase game development skills, projects, work history, and professional background.
- Designed mattfolio.dev with an interactive retro operating system / game-inspired interface to create a more memorable portfolio experience.
- Created and developed Kawaii Candy AI, a custom AI roleplay web application with character systems, user-facing features, prompt logic, memory planning, and safety-mode design.
- Created Fugitive Studios as a personal game studio brand to support future game projects, portfolio work, and independent development.
- Built Unity gameplay prototypes to practice player controls, input handling, UI behavior, game logic, scene organization, and component-based design.
- Learned and applied the Event Bus pattern in Unity to support decoupled communication between game systems.
- Completed software engineering coursework through Colorado Technical University before transferring into

Full Sail University's Game Development program.

- Increased Dunkin' Donuts store sales by 7% during the first year as General Manager.
- Consistently achieved 97%-99% state health inspection scores while managing restaurant operations.
- Led, trained, coached, and managed teams in fast-paced customer-service environments.
- Built a strong foundation in troubleshooting, leadership, safety, communication, and high-pressure problem solving through mechanical, operations, and management roles.