

Matthieu Benedict

[Portfolio](#) || gdbenedict@outlook.com || Truro, NS

<https://www.linkedin.com/in/matthieu-benedict/>

WORK EXPERIENCE

Red Diamond Interactive

Aug. 2025 – Dec 2025

Game Developer

Halifax, NS (Remote)

- Programmer and developer for an upcoming mobile game. I was tasked with developing the major gameplay systems and architecture and connecting it Azure Playfab services. (Game details subject to NDA)
- Engineered game internal data structures and game architecture
- Implemented Azure Playfab connectivity and functionality
- Designed core gameplay and system functionalities
- Tested game and iterated gameplay and back-end systems according to play tester feedback

NSCC

Oct. 2024 – April 2025

Game Programming Tutor

Truro, NS

- Tutor for students in NSCC's "Game Programming" and "Game Art" programs focus on helping to teach tasks relating to Unity, Mathematics, or programming.
- Counseled students on their academic performance, areas of weakness, and how to improve those areas.
- Taught students mathematical concepts such as order of operations, modulo, and probability. Additionally, I taught students programming concepts such as recursion and memory management.

EDUCATION

Nova Scotia Community College

2023 - 2025

Diploma in Game Programming

Truro, NS

University of New Brunswick

2020 - 2023

Bachelor of Science in Software Engineering (85 credits completed)

Fredericton, NB

SKILLS & INTERESTS

- **Skills:** Java, JavaScript, C, C#, GDScript, Godot, Unity, Game Design, Game Development, Unit testing, MySQL, MATLAB, Communication Skills, Leadership Skills, Software Project Management, Change Management, WordPress, Analytical Thinking, Adaptability, Creativity, Attention to Detail,
- **Interests:** Video Games, Board Games, Animation, Cooking, Painting, Music, Nature, Tabletop Role Playing Games, Model Making, Gundam/Gunpla,