

Matthew Lowe

Full-stack developer | Game Development Lead at Veyra

matthewlowe18@gmail.com · matthewlowedev.com · linkedin.com/in/matthew-low-4375a42aa

PROFILE

A full-stack developer who cares about the business as much as the code. I find the slow, manual parts of a business and build the systems that take them away. I started in games, which taught me to think in systems. I set up the online retail side of my family's import business on Amazon UK and built the system it runs on, saving about 15 hours a week. At Veyra I got the game running on iPad over a weekend and had a build out in my first week. As I kept delivering I was given more and more responsibility, and today I lead the technical side of Veyra.

EXPERIENCE

Game Development Lead · Veyra

Nov 2025 to present

Veyra is an adaptive cognitive assessment and intervention platform for schools. It is backed by Innovate UK, built alongside researchers at King's College London and Imperial College London, and protected by a European patent application. It does not diagnose or replace clinical assessment. It helps support begin sooner.

Lead game development on Veyra's assessment, the short game tasks students play in UK schools, in Unreal Engine 5 and C++. Run the build day to day and take designs from our creative lead and research from our CEO through to a game students want to play.

- Lead the technical side of the platform, from the game students play through to the science and back end that turn what they do into results a school can trust
- Led the game build from first tasks to the version used in schools, planning the work and owning every build we put in front of schools and funders
- Built and redesigned the cognitive tasks including working memory, verbal memory, processing speed, inhibition, task shifting, selective attention, visuospatial memory and planning
- Got the game running on iPad over a weekend and had a build out in my first week, then took it from keyboard and mouse to touch and shipped it on iPad, iPhone and Mac
- Built the tutorials, onboarding and voiced narration in three guide voices that every task runs through
- Worked with our AI lead on the score data each task sends to the back end so results stay consistent between versions
- Built the Day 1 school life simulation we used as the playable demo for grant applications including Epic MegaGrants

Systems & Automation Developer · Self-employed

Mar 2026 to present

I run the online retail side of my family's import business on Amazon UK and built the system it runs on, which saves about 15 hours a week.

- One live record of 126 orders across 27 factories, from the factory to the warehouse, with live container tracking
- 41 purchase orders built automatically in its first week; 138 contracts checked against what was agreed
- AI that drafts emails in each person's own style for them to send, checking every figure against the record
- A web dashboard and iPhone and Mac apps the team uses daily, with a Microsoft 365 workspace for each person
- Sourcing from factories overseas, pricing and margins, Amazon listings and launches, stock and shipping
- Sales and stock data pipelines with forecasting for reorders

Volunteer Game Programmer · Toybox Titans

Aug 2024 to Feb 2025

- Developed new abilities in Unreal Engine using the Gameplay Ability System (GAS)
- Worked with designers and managers to implement new features and abilities
- Agile development environment

PROJECTS I'VE LED

Veyra, Innovate UK Smart Grant Jun 2025 to present

Innovate UK Smart funding backs the R&D behind Veyra, game-based cognitive assessment and intervention for secondary schools, now in use in UK schools. I led game development on the tasks students play and took the game onto iPad, iPhone and Mac.

Day 1, school life simulation 2026

A school day in Unreal Engine 5 where students manage their timetable, energy, money and friendships while practising the thinking skills Veyra measures. The playable demo for our Epic MegaGrants application.

Project Extract 2026

A tactical extraction shooter in Unreal Engine 5 and C++ with an AI companion the player commands and eight enemy types run by one shared behaviour tree. Built by directing a team of AI agents.

Path of Noah Unity, 2026

A tower defence game on modular tile-built levels. I led a team of four and made about half of all commits, building all the towers, the wave system and the level building, reusing the level system from Tower Blitz Battleground.

Atlas: Defender of Dungeons Unreal Engine 5

A dungeon RPG in Unreal Engine 5 and C++ built on the Gameplay Ability System; I designed all the levels, more than a dozen dungeons and a boss, and 9 of its 12 spells.

After the Fall Unreal Engine 5

A post-apocalyptic adventure game with third person shooting, a full climbing system and custom enemy AI.

Tower Blitz Battleground Unity 6, 2025

An arcade tower defence game in C# with several tower types, a level creation system and object pooling for performance.

EDUCATION

MSc Computer Games, Distinction · Queen Mary University of London Sep 2025 to Sep 2026

Diploma in Game Programming with Unreal Engine · CG Spectrum Sep 2023 to Jul 2024

BSc Computer Science, Upper-Second Class Honours · Royal Holloway Sep 2020 to Jul 2023
Dissertation on cooperative strategies in multi-agent systems.

A Levels · English International College Marbella Sep 2018 to Jun 2020
Mathematics, Economics and Computer Science. Grades A, A, A.

SKILLS

Engines and code	Unreal Engine 5, C++, Unity, C#, Python, JavaScript, Node.js, SQL, Java, C
Front end	UI and gamification, feedback, timing and game feel
Systems	APIs, data pipelines, security, iOS and Mac builds, GitHub
AI	AI agents and automation
Spoken	Native English, Intermediate Spanish