



MATTHYS DU TOIT

Unreal Engine Developer

About Me

Unreal Engine Developer with 8+ years of professional experience specializing in Blueprint architecture and C++ development. Has contributed to Epic MegaGrant awarded projects, with experience across multiplayer systems, procedural and voxel generation, inventory systems, UI/UX, and CI/CD pipeline automation. Comfortable owning full project architecture from prototype to ship, working remotely with international clients, and bridging the gap between Blueprint rapid prototyping and production-grade C++ implementation.

Contact

Phone

+27 84 322 1165


Email

Matthys@MatthysDuToit.com

Address

Johannesburg, South Africa

Portfolio

MatthysDuToit.com 



Matthys du Toit



MATTHYS DU TOIT

Unreal Engine Developer

Professional Experience

Contact

Phone

+27 84 322 1165

Email

Matthys@MatthysDuToit.com

Address

Johannesburg, South Africa

Portfolio

MatthysDuToit.com

Skills

Game Engines

- Unreal Engine

Programming Languages

- C++, Python (Unreal Engine Automation)

Platforms

- Steam, Android, Vive, Oculus Quest

Source control

- Perforce
- Git

3D Software

- Blender
- Zbrush

Adobe

- Photoshop
- After Effects
- Premiere Pro

Languages

- English
- Afrikaans

2022
-
Current

Senior Unreal Engine Developer

at Bloxiti | Remote

- **Lead Developer** on Bloxiti, selected for an **Epic MegaGrant**
- Responsible for overall architecture.
- Unreal Engine, C++, Perforce.

2019
-
2022

Lead Unreal Engine Developer

New Reality (Now known as Virtual Training Studios) |

virtualtrainingstudios.co.za

- Oversaw all development and optimizations for projects. Created and maintained an in-house launcher utilizing AWS for client updates.
- Projects: Volkswagen virtual showroom (rewrote codebase for performance optimization, implemented data capturing for dealerships across SA), SkillUp VR experiences, Dubai 2020 VR audio/video review tool, Deloitte mining simulator.
- Unreal Engine, C++, VR (Vive, Oculus)

2018
-
2019

Developer

New Reality (Now known as Virtual Training Studios) |

virtualtrainingstudios.co.za

- Assisted in development on client projects, including Volkswagen and StaminoGro.
- Unreal Engine, VR (Vive, Oculus)

Education

BA degree in Animation Arts.

Majoring in Game Design and Animation.

Open Window Institute | 2015-2017

Unreal Engine Academy London

Short Course | 2019

Matric

Impak Onderwys | 2014

References

Esan Salarikhaniki

CEO of Bloxiti

Email: esalari@bloxiti.com

Neil de Almeida

Head of Studio at New Reality

Email: Neil@virtualtrainingstudios.co.za