

MATTHEW DEREK RALL

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SUMMARY

Game developer with a BCIS in Game Design and Development and a BA Honours in Design Leadership, with published research on Virtual Reality in programming education. Hands-on experience across Unity, Unreal Engine, C#, and C++, paired with teaching, leadership, and competitive esports coaching experience.

EDUCATION

Bachelor of Arts Honours in Design Leadership (HDEL) Jan 2025 – Dec 2025

Vega School, Durban, South Africa

- Focus areas: Virtual Reality, Design Leadership, Higher Education Research.

Bachelor of Computer and Information Sciences in Game Design and Development (BCIS) Jan 2022 – Dec 2024

Vega School, Durban, South Africa

- Coursework: Programming, App Design, Web Design, Graphic Design, Unity, Unreal Engine, Blender 3D.

National Senior Certificate (Matric) Jan 2017 – Dec 2021

Thomas More College, Kloof, South Africa

EXPERIENCE

Academic Tutor — Computer Science Jan 2025 – Dec 2025

ADvTECH, Durban, South Africa

- Tutored first-year university students in C# programming using Visual Studio and JetBrains Rider.
- Guided students through debugging, object-oriented design, and project work while concurrently completing BA Honours.

Esports Coach — Counter-Strike Mar 2024 – Oct 2025

Royal Republic Esports

- Coached a competitive Counter-Strike roster through the first-division ranks of the VS Gaming League.
- Built strategy, performance reviews, and team communication systems used in weekly scrims and tournaments.

Veterinary Receptionist (After-Hours) Dec 2021 – Oct 2023

Westville Veterinary Hospital, Durban

- Managed after-hours intake, point-of-sale, and emergency triage coordination in a high-pressure clinical environment.

Esports Coach — Counter-Strike Mar 2021 – Apr 2022

THE-SA

- Coached a lower-division Counter-Strike team in the VS Gaming League and supported player progression to higher divisions.

PUBLICATION

Rall, M. D. (2025). *Exploring Virtual Reality in Game Development Education: Student Perspectives on Learning*.

ResearchGate. [View publication](#)

- Qualitative study (phenomenological, interpretivist) of VR in higher-education programming classrooms, drawing on Dewey's Learning by Doing and Csikszentmihalyi's Flow Theory.

SKILLS

Programming: C#, C++, Java, JavaScript, Kotlin

Game Engines & 3D: Unity, Unreal Engine, Blender, 3ds Max

Tools: Visual Studio, JetBrains Rider, Android Studio, Git, GitHub, Adobe Photoshop

Productivity: Microsoft Office, Google Workspace

Other: Leadership, organizational skills, customer service, team coaching · English (Fluent)