


# MATTHEW DELINE

GAME PRODUCTION | DEVELOPMENT | DESIGN

Melbourne, VIC 

Available on Request 

[contact@campervangames.com](mailto:contact@campervangames.com) 

[matthewdeline.com](http://matthewdeline.com) 

[linkedin.com/in/matthewdeline](https://linkedin.com/in/matthewdeline) 

## SUMMARY

Matt is an experienced programmer, producer, and manager who has been working in the games industry for 7 years. Most recently, he was the producer and lead programmer for the Apple Arcade release of Piffle+, released on iOS, Apple TV, and Mac OS platforms.

Prior to Piffle+, Matt served as the Head of Automation Engineering at Mighty Build and Test, where he oversaw automated testing, CI/CD pipelines, and release management support for over 30 titles from established developers and publishers across mobile, VR, and console platforms. Some notable examples are Lego Party!, Star Trek: Lower Decks Mobile, Fruit Ninjas 1 and 2, Shooty Skies Overdrive, Armello, and the Nintendo Switch port of Guilty Gear Strive.

## WORK EXPERIENCE

**MIGHTY GAMES DEVELOPMENTS**  
FEB 2025 - MAR 2026

### Senior Development Manager

- Worked directly with Hipster Whale to produce an update to Piffle for Apple Arcade that included two new platforms, controller support, and features unique to Apple Arcade
- Additionally, managed production and engineering efforts for the live service updates to the original Piffle by restoring leaderboards and events, new platform-specific cloud support, alongside other SDK and engine updates
- Worked on updates to our upcoming slate of titles for Fitbit Ace Arcade, and managed the build pipeline and Unity updates for all sixteen titles

**MIGHTY BUILD AND TEST**  
NOV 2023 - SEP 2024

### Head of Automation Engineering

- Helped create and maintain the culture of support and shared purpose that keeps our teams motivated and together.
- Helped multiple studios manage their build pipeline from prototype to release for Meta, iOS, Android, PC, Mac, and console platforms.
- Managed client relationships and ensure that they have a good understanding of our tools, and worked together with them to create testing plans that helped make development easier.
- Was a key decision maker in strategic rollout of our toolset to new clients around the world.
- Continued to hire additional engineers (to 50!) in multiple global regions, and helped define the structure of the organisation to ensure success
- Hired and trained a training and documentation coordinator to delegate training new team members
- Directly managed a team of seven, and co-lead additional teams and areas of the business. I ensured that everyone, regardless of experience level from Junior to Senior had the support they need to excel.

**MIGHTY BUILD AND TEST**  
OCT 2022 - NOV 2023

### Automation Engineering Manager

- Helped recruit and hire sustainably across multiple continents and positions to facilitate the rapid growth needed for the business. We grew from 6 to 24 on our team in six months!
- Designed and conducted our onboarding and training for all new hires and partnerships with external studios. I trained every new member of Mighty Build and Test since joining.
- Directly managed a team with members in Australia, the United States, and Canada

**MIGHTY BUILD AND TEST**  
MAR 2022 - OCT 2022

### Lead Automation Engineer

- Helped design, deploy, and maintain a multi-branch build pipeline for a project using Plastic SCM
- Helped hire and train our first junior engineers

**MIGHTY BUILD AND TEST**  
OCT 2020 - MAR 2022

### Senior Automation Engineer

- Trained our second hire for Mighty Build and Test, and worked together to introduce Agile workflows to the team
- Supported the Test Automation and CI/CD pipelines for over ten projects across five major clients

**MIGHTY BUILD AND TEST**  
OCT 2019 - OCT 2020

### Automation Engineer

- Created AI assisted automation for Mighty's AGDA award winning VR title, Shooty Skies Overdrive.
- Helped integrate mixed reality capture and support for HTC Vive and Index hardware for Shooty Skies Overdrive.
- Managed the store backend for release on both Meta Quest and Steam storefronts for Shooty Skies Overdrive.
- Helped expand our client base and built new relationships with other studios and projects.