

# – Matthew N. Everhart –

## Front End Developer

### Contact Information

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### Technical Skills

**Languages:** HTML5, CSS3, Javascript, C#, UE3 Kismet

**Technologies:** SASS, AngularJS, JSON, JQuery, Bootstrap, REST API, Amazon Web Services

**Applications:** Git, Bower, Bash, UnrealEd 3, Unity 4, Adobe Photoshop, Blender, 3DS Max, Homebrew

### Education

**The Iron Yard**  
Front End Engineering  
Durham, NC.  
Feb 2016 – April 2016

- Studied Front End Engineering through an intensive, immersive program which required 70 hours a week of study. proficient in HTML, CSS, SASS, Javascript, JQuery, AngularJS, Twitter Bootstrap, JSON/AJAX
- project based instruction in an environment modeled on real world development teams and self directed learning

**University of Florida**  
Gainesville, FL.  
Sep 2004 – April 2009  
English, B.A.  
Minor in Anthropology

- Advanced writing courses, including Advanced Exposition and Speech Writing and Advanced Argumentative Writing
- 60+ semester hours of artistic courses with an emphasis in Digital Media.

### Notable Projects

*'The-Scenery.com':*

A social network for those involved in live theatre, using AngularJS, SASS, JQuery and HTML5, with a Ruby on Rails back end.

*'Reich':*

A FPS with physical combat abilities. I was game systems designer.

*'The Dig':*

Card game based on archeology. I designed the mechanics and drew illustrations.

*'Pacman and the Ghostly Adventures 2':*

An action platformer based on the classic franchise. I was a level designer

*'Ben 10 Omniverse':*

A brawler based on the Ben 10 franchise with light RPG elements. I designed levels on this title.

### Work History

**Freelance Game Designer**  
Durham, NC.  
Aug 2014 - present

- Teamed up with other designers and Red Blue Games (RedBlueGames.com) to create a mobile title, tentatively called *'Curse Chasers'*.
- Contracted with Smart Game Systems (SmartGameSystems.com) to create tabletop training games for various clients including large multinational corporations.

**Game Designer**  
Vicious Cycle Inc.  
Morrisville, NC.  
Aug 2011 – Aug2014

- Designed, documented, built prototype geometry, and did first pass scripting on 30+ levels for five licensed titles for all major consoles.
- Advised system designers on how best to implement specific mechanics. Personally designed mini-games and mechanics from the ground up.
- Collaborated effectively with artists, designers, programmers, and management to iterate on and realize the vision of each level, from paper prototype to shipped product.

**Systems Designer**  
UTV Ignition Florida  
Gainesville, FL.  
May 2009 – Nov 2010

- Worked with other designers to create and polish the gameplay of our FPS, *'Reich'*.
- Balanced player health, power bars, walk speeds, jump distances, and player height.
- Personally designed and oversaw implementation of a points/currency system, pickup system, sprint mechanic and high tier enemy.
- Had daily input on the development of FPS weapons and enemy types.

