

# Matisse van Rossum

Full Stack Software Engineer, Indie Game Developer, Podcaster  
GitHub: <https://github.com/MFvanRossum>

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## EXPERIENCE

### **Momentum Learning, Durham, NC — Student Developer**

JANUARY 2020 - APRIL 2020

Took part in and graduated from Momentum's 12-week immersive full stack development course.

Developed multiple projects and applications using programming languages such as HTML, CSS, JavaScript, Python, and the Django framework for Python, and utilizing design principles such as Object-Oriented Programming.

Gained proficiency in working with other development tools such as Git and GitHub, as well as deploying applications to the web using Heroku.

Led and collaborated on projects with other students utilizing the Agile development methodology.

Transitioned to working and collaborating remotely utilizing technologies such as Zoom and Trello.

Served as project manager for our group's final project, 8-Track, an application for sorting and managing music recommendations:  
<https://music8track.herokuapp.com/>

### **Light Arc Studio, Ltd., Derbyshire, UK (Remote) — Developer/Writer/Script Director**

OCTOBER 2016 - PRESENT

Oversaw various aspects of the development of multiple positively reviewed independent video games--CASTLE BATTLES and IT STARES BACK.

Led concept development, graphics, storytelling, and delivery of segment ideas.

Wrote and edited key story and script elements for original IP's, as well as implementing dialogue in-game utilizing a basic knowledge of C#.

Collaborated with team leadership and other key stakeholders on essential editing and production decisions.

Wrote and produced concepts for video game launches and current titles under development, including IT STARES BACK, a product currently available in Early Access on Steam.

Provided voice acting talents.

## SKILLS

### Technical Skills

- Full Stack Software Development
- Agile Development Methodology
- Object-Oriented Design
- HTML
- CSS
- JavaScript
- JSON
- AJAX
- Python
- Django Python Framework
- Git
- GitHub
- Heroku
- PostgreSQL
- AWS
- Trello
- Unity
- Windows 10
- MacOS
- Microsoft Word, Excel, Powerpoint, and Publisher
- 80 + WPM typing speed with 99% accuracy.
- Knowledge of remote work processes, using Zoom, etc.

### Accomplished writer on professional products

- Technical and creative writing experience

## **Fallen Tree Games, Ltd., Nottingham, UK (Remote) — Script Consultant**

MARCH 2019

Contracted as a story editor to analyze and address narrative and script concerns with a title in development--AMERICAN FUGITIVE; released on May 21, 2019 on PlayStation 4, Nintendo Switch, Xbox One, and Microsoft Windows.

Made necessary script revisions under a tight deadline, adhering to established formatting and workflow.

Worked with creative directors to refine character motivations and development.

## **Vitucci's Cocktail Lounge, Milwaukee, WI — Head of Security**

MAY 2015 - NOVEMBER 2017

Oversaw a highly effective security team and managed scheduling as well as resource allocation.

Maintained team compliance with professionalism guidelines and security team standards.

Implemented new security protocols to prohibit trespassing and increase safety, including implementation of new patron dress codes that optimized safety and minimized risk, while avoiding discriminatory stipulations.

Hired and trained new security on safety protocols and company standards, resulting in a significant reduction of underage patrons.

Developed and honed enhanced communication skills to safely and efficiently deal with unruly patrons.

Logged and organized product inventory.

## **EDUCATION**

### **Momentum Learning, Durham, NC — Immersive Full-Stack Development Course**

JANUARY 2020 - APRIL 2020

### **University of Wisconsin-Milwaukee, Milwaukee, WI — Bachelor of Fine Arts: Film, Video, and New Genres**

AUGUST 2013 - DECEMBER 2016

Graduated Magna Cum Laude

## **PROJECTS**

### **IT STARES BACK — Indie Game in Development**

Currently available in Early Access on Steam:

[https://store.steampowered.com/app/1094250/It\\_Stares\\_Back/](https://store.steampowered.com/app/1094250/It_Stares_Back/)

## **Skillful editor**

- Advanced knowledge of Adobe Premiere Pro, Audition and Photoshop

## **Experienced cinematographer**

- Proficient in both natural and artificial lighting, utilizing a wide array of lighting equipment
- Proficient in the use of DSLR cameras for video or photography, specializing in Cannon models

## **Game development and software testing experience**

## **Experienced voice actor**

## **Adept audio editor and host of a weekly podcast**

## **Management experience**

## **Inventory management experience**

## **Deadline-driven**

## **Multi-task management**

- Adept in balancing multiple projects simultaneously and meeting firm deadlines

## **Creative**

## **Excellent communication skills**

## **Adaptable**

- Able to quickly adapt to necessary changes in projects and find the most effective solutions to meet new criteria

## **CASTLE BATTLES — *Mobile and PC Game (2017)***

Mobile:

[https://play.google.com/store/apps/details?id=com.lightarc.castle&hl=en\\_US](https://play.google.com/store/apps/details?id=com.lightarc.castle&hl=en_US)

Steam:

[https://store.steampowered.com/app/568370/Castle\\_Battles/](https://store.steampowered.com/app/568370/Castle_Battles/)

## **Film and Video Portfolio — *2013–Present***

Narrative and Experimental Work:

<https://vimeo.com/user25720598>

Video Work for Light Arc Studio:

<https://tinyurl.com/ybr7xo2c>

## **Pod People — *Weekly Horror Film Review Podcast (2017–Present)***

Currently 80 + episodes

<https://tinyurl.com/y824ldkf>

Also available on Apple Podcast, Google Play, Spotify, Stitcher, etc.

Eager to learn and develop  
new and useful skills

## **AWARDS**

Best Indie Game Competition

3rd Prize at East Coast Game

Conference 2019 for IT

STARES BACK

3rd Place UWM Student Film

and Video Festival for

“Missing Persons,” Fall 2015