Matthew Satterfield

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# Education

## October 2022 - Present

### New England Institute of Technology - East Greenwich, RI

### I am currently pursuing my Bachelors in Game Development and Simulation.

### Recipient of NEIT Best of Tech Award for the Game Development & Simulation Associates.

# Skills

**Strong**

* C#
* Unity
* JavaScript

**Secondary**

* C++
* MySQL
* Node.js

# Projects

* **Bark of The 90’s –** Worked with 2 teammates to make a bullet hell shoot’em up. I developed the enemy AI and leaderboards.
* **Epic Meal Slime –** Worked with a partner to make a game where you play as a slime jumping through pillars. My main role as a programmer was jump aiming and pillar generation.
* **MonuMeowntal Games website –** A static website deployed with Netlify that acts as a portfolio showing off my projects.
* **The Dark Deluge City –** A short platformer game with only 2 colors, made with HTML/JavaScript and for a game jam on Itch.io that lasted 1 week.

# Experience

## November 2020 - November 2020

### Montgomery County Board of Elections - Gaithersburg, MD*- Election Poll Worker*

* Guided voters through the election process
* Assisted and collaborated with others to set up and clean the voting location