I’m Matthew Oliver a BSCSGD at Digipen. I’m from a town called Arlington in Washington State where I’ve lived my whole life. I was one of the lucky few who knew what they wanted to do early on. I started researching games colleges and programming classes I could take all the way back in middle school. I knew for sure that making games was what I wanted to do in my sophomore year of high school. I took a games programming course at the alternative school in my district and absolutely loved it. I spent a ridiculous amount of time working on my project for that class. I even brought a flash drive with me every day so I could transfer it between my home computer and the one at the school. After that my course was set and I was eventually able to make it into Digipen.

The biggest thing I want to take away from COM is the ability to mediate and organize effectively. The short-term reason for this is that I’m a producer and need to be able to communicate effectively with my teammates so that we’re able to get things done. In the long term though these are skills that I’ve had to use often. I typically play the role of mediator/organizer in my friend group and as such it’d be useful to know various ways to be more effective at that. I’m usually the person that organizes our get togethers and makes sure everyone knows what we’re doing. I also start and run most of the servers that we do together and organizing those is a multi-day task at least.

Ultimately my goal is to one day have my own indie studio. I mostly want to do this because I want to create a place where creative freedom and the desire to make good games are more important than profit. Obviously, I wouldn’t be able to do this right away and my current plan is to get a job at one of the game companies whose products I enjoy so that I can get real world experience. I would also like to be able to head a team at one of these companies one day which is why I’ve taken on the role of producer now. It’s my hope that through the experience gained in my GAM courses working on and heading a team I’ll be able to work my way up the ladder in a larger company.