

Matthew Axel Moseley

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OBJECTIVE: To participate in a co-op or internship to immerse myself in the fields of game design, visual design and software engineering. Available for any 7 months between January and December 2015.

EDUCATION:

- Bachelor of Computer Science in Game Design and Development expected May 2016
- Current GPA- 3.29

HONORS/ AWARDS:

Dean's List –
Spring semester 2013/2014
Fall semester 2014/2015

TECHNICAL SKILLS:

Programming Languages: Java, Python, C#, C/C++, HTML, CSS & JavaScript, AJAX, PHP, SQL, XNA, DirectX
Software: Visual Studio, Unity, Maya, 3DS Max, Blender, Mudbox, AutoCAD, Adobe (CC, CS5 & CS6) Photoshop, Fireworks, Flash, Dreamweaver, Premiere, SourceTree

RELEVANT COURSEWORK:

Data Structures and Algorithms, Games & Simulations 1 & 2 –

Immersed into the logic behind coding in C++ and manipulating memory. Programmed in OpenGL.

Game Design and Development 1 & 2–

Studied the principles of game design and player experience. Broke down of the principles how, what, where and why games and players interact the way they do, as working in a team to design games.

Advanced Animation and Asset Production –

Learned the basics of using Maya and animating in 3D. Basic character creation & rigging, asset production and level design.

Advanced 3D Animation & Asset Production –

Learned the process of character design for games- Making characters in Maya, making high poly models in Mudbox and taking these characters back to Maya to animate.

Rich Media Web App Development I –

Learned the basics of Html5 Canvas applications with JavaScript.

Introduction to Game Graphics Programing –

Using DirectX11, this class went over the basics of developing a 3D engine like object loading as well as shader programming.

PROJECTS:

Night Watch – Working with a team we were assigned to create a demo for a game concept in XNA. My role on the team was art asset generation and designing the code for the character controller and animation.

Anavasi – Followed the process of designing in teams a fully flushed out board game concept to be presented to an industry professional. We emulated the style of most Multiplayer Online Battle Arena (MOBA) games.

Sheep Defender- Followed the process of designing with a team a fully flushed out board game concept. Created an original co-operative board game that pits the players against an alien enemy npc.

Space whales – Working in a small group, designed a small game level to practice Maya and Unity workflow.

Each member of the team was responsible for producing 3D assets integrated in a Unity environment.

Aiher Dragon- A solo class project produced in JavaScript producing a browser game with a core mechanic similar to QWOP where the player controls the movement of a serpent style dragon.

Pyro Pierre- A group project working in unity 2D to make a top down, fast paced maze runner game inspired by old west cartoons and time bomb scenarios. I pitched the concept and worked as the artist/level designer.

Scrodinger's Tower- A group project working in unity 2D to make a unique platformer. The player survives timed levels of the tower. I worked as the artist/animator as well as programming the character controller.

Soul Bound- As part of a group building a game in Unity. My role is the 3D artist/ animator for this team making architecture assets and both making/animating characters in 3D (Work in progress).

WORK EXPERIENCE:

Vassir Pool Maintenance: Lifeguard

Job duties: General maintenance and repair of Vassir managed facilities, Lifeguard responsibilities of supervising and being vigilant for the safety of patrons.

- June – September 2012
- June – September 2013