

Matthew Thomasson

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Professional Profile

Graduating game development student, with strong leadership and critical thinking skills, prepared to assume role as a developer in a commercial setting. Energetic with outstanding ability to work hard to achieve company goals. Communicates effectively with team members to analyze and solve problems.

Education

Anne Arundel Community College, Arnold MD

Associate of Visual Arts Professional Game Development

December 2019

Unity, Aesprite, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, 2D Game Graphics, 3D Game Graphics, 3D Game Development, Character Development, Character Rigging, Game History

Technical Skills

- Developed a Vertical Slice of a game while working in a group
- Created and Rigged 2 Characters
- Created a 3D Environment with multiple levels and NPCs
- Made still images into .gif animated images with photoshop
- Created True 3D sound
- Created a Life-Like room with interior and exterior lighting (single perspective)
- Built working Game Interface with sound and brightness adjustments
- Proficient with trigger events
- Proficient with colliders (Box, sphere, capsule, ext.)

Work History

Becton Dickinson- Sparks Maryland

June 2017 – Dec 2017

- Worked with Pneumatic Cylinders, repairing and replacing, within a sterile climate controlled environment
- Experience with a mill and lave.
- Kept 3 Separate factory lines running
- Experience with Motors, cylinders, HMIs, pneumatic driven printers, 480V Cabinets, Ultrasonic welders, conveyors, Assembling, disassembling, and cleaning Mechanical assemblies, and E-stops on every cell door.

Gamestop- Annapolis Maryland

Oct 2016 – June 2017

- Promoted within the first 3 months; due to leadership skills, promised another promotion as soon as there is an opening
- Always go out of my way for excellent customer service
- Increase store profits; achieved approximately 33% up-sale rate