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## Mathew Aaron Mason

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Objective	To obtain a full time position as a software engineer.	
Education	B.S. Computer Science and Engineering B.A. Telecommunication, Information Studies and Media <ul style="list-style-type: none"><li>• Specialization in Game Design and Development</li><li>• CSE 335, Software Engineering</li><li>• CSE 491, Fundamentals of Game Development</li><li>• TC 498, Collaborative Game Design</li></ul>	Michigan State University Expected May, 2009
Skills	(X)HTML, CSS, JavaScript, ActionScript (Flash), PHP, C++, C#, .NET, XNA, OpenGL	
Experience	Development Intern <ul style="list-style-type: none"><li>• Fixed various bugs and issues with large, java based insurance software suites</li><li>• Responsible for adding minor features to current software</li><li>• Responsible for maintaining student software developed in cooperation with Sircon</li></ul>	Sircon, Okemos, Michigan Spring 2009-Current
	Research Assistant <ul style="list-style-type: none"><li>• Used XNA framework to implement game engine/systems for sexual education game</li><li>• Implemented in game system for animation blending</li><li>• Developed custom shaders</li><li>• Managed logic for camera systems</li><li>• Developed installer for current and future projects</li></ul>	MIND Lab, Michigan State University Spring 2008-Current
	Student Programmer <ul style="list-style-type: none"><li>• Developed server and client side modules for informatics system</li><li>• Maintained legacy code</li><li>• Implemented designs for upgrades to current systems</li><li>• Prototyped and tested new technologies and implementations</li><li>• Collaborated with a team to integrate my work with that of many others</li></ul>	BRIC, Michigan State University Fall 2007-Summer 2008
Activities	Spartasoft, Student Game Development Club <ul style="list-style-type: none"><li>• Held Public Relations and Secretary offices</li><li>• Led multiple teams of varying skill levels through several extracurricular game projects</li></ul>	
Misc. Interests	<ul style="list-style-type: none"><li>• Learning about/trying new technologies</li><li>• Working on personal projects</li><li>• Modern fiction and new media</li></ul>	