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Mathew Aaron Mason

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Objective	To advance my skills as a software engineer through work on exciting and challenging projects.	
Education	B.S. Computer Science and Engineering B.A. Telecommunication, Information Studies and Media <ul style="list-style-type: none">• Specialization in Game Design and Development• CSE 335, Software Engineering• CSE 491, Fundamentals of Game Development• TC 498, Collaborative Game Design	Michigan State University May, 2009
Skills	C++, C#, .NET, XNA, OpenGL, HTML, CSS, JavaScript, PHP	
Experience	Game Developer <ul style="list-style-type: none">• Developed games using C++• Implemented gameplay logic• Debugged existing code within multiple game engines• Responsible for independent design and balance decisions• Dealt with public response to multiple products	Stardock Systems, Plymouth, Michigan October 2009 - Present
	Software Engineer <ul style="list-style-type: none">• Designed and developed tools for use in simulation development• Worked with third party APIs to implement physics functionality• Responsible for maintaining database schemas and meeting government mandated deadlines	Reactor Zero, Ann Arbor, Michigan May 2009-October 2009
	Development Intern <ul style="list-style-type: none">• Fixed various bugs and issues with large, java based insurance software suites• Responsible for adding minor features to current software• Responsible for maintaining student software developed in cooperation with Sircon	Sircon, Okemos, Michigan January 2009-May 2009
	Research Assistant <ul style="list-style-type: none">• Used XNA framework to implement game engine/systems for sexual education game• Managed logic for camera systems• Developed installer for current and future projects	MIND Lab, Michigan State University May 2008-May 2009
Misc. Interests	<ul style="list-style-type: none">• Working on personal projects• Modern fiction and new media	