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Mathew Aaron Mason

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Education	B.S. Computer Science and Engineering	Michigan State University
	B.A. Telecommunication, Information Studies and Media	May, 2009

Skills

Proficient: C++, Object Oriented Design, Version Control Systems
Past Experience: C, C#, Objective-C, Lua, Python, PowerShell, HTML, XML, SQL, JSON, NAnt

Experience   Game Developer   Stardock Entertainment,
Plymouth, Michigan
October 2009 - Present

- Sins of a Solar Empire: Diplomacy (Win32),
  Sins of a Solar Empire: Rebellion (Win32), Sins of a Solar Empire:
  Rebellion Forbidden Worlds DLC (Win32)
     o Developed expansion packs based on engine and game
       code/assets from Ironclad Games
     o Added revamped diplomacy systems, updated enemy AI
       systems
     o Co-developed shadow mapping system
     o Developed and maintained scripts and tools using NAnt and
       C# to automate build process
     o Added account controls to .NET based server backend to
       allow for player banning and password resetting
     o Integrated Steam account system into existing multiplayer
       infrastructure to allow for unified friend list and login
     o Added DLC gating system based on Steam account API
- Unannounced Project 1 (iOS), Unannounced Project 2 (iOS)
     o Developed games using the open source cocos2d-x game
       engine
     o Gameplay programming lead, implemented all major in game
       systems
     o Responsible for UI widget development, including basic
       button classes, scrolling list views, and message boxes
     o Implemented iOS in app purchase API and in game storefront
       for consumable game items
     o Developed assets pipeline to auto process new in game
       resources
- Elemental War of Magic (Win32),
  Elemental Fallen Enchantress (Win32),
  The Political Machine 2012 (Win32)
     o Facebook integration using libCurl and the Facebook Graph
       API to allow account linking, user authentication, and
       screenshot sharing
     o Steamworks integration to allow purchase reminders for
       newly released DLC
     o Co-developed tactical battle system
- Co-developed tetris based remote programming test
- Developed new interview standards and in person programming test
- Advocated division wide code standards and version control
  modernization