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## Mathew Aaron Mason

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Education	B.S. Computer Science and Engineering B.A. Telecommunication, Information Studies and Media	Michigan State University 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	<p>Game Developer</p> <ul style="list-style-type: none"><li>• Sins of a Solar Empire: Diplomacy (Win32), Sins of a Solar Empire: Rebellion (Win32), Sins of a Solar Empire: Rebellion Forbidden Worlds DLC (Win32)<ul style="list-style-type: none"><li>○ Developed expansion packs based on engine and game code/assets from Ironclad Games</li><li>○ Added revamped diplomacy systems, updated enemy AI systems</li><li>○ Co-developed shadow mapping system</li><li>○ Developed and maintained scripts and tools using NAnt and C# to automate build process</li><li>○ Added account controls to .NET based server backend to allow for player banning and password resetting</li><li>○ Integrated Steam account system into existing multiplayer infrastructure to allow for unified friend list and login</li><li>○ Added DLC gating system based on Steam account API</li></ul></li><li>• Unannounced Project 1 (iOS), Unannounced Project 2 (iOS)<ul style="list-style-type: none"><li>○ Developed games using the open source cocos2d-x game engine</li><li>○ Gameplay programming lead, implemented all major in game systems</li><li>○ Responsible for UI widget development, including basic button classes, scrolling list views, and message boxes</li><li>○ Implemented iOS in app purchase API and in game storefront for consumable game items</li><li>○ Developed assets pipeline to auto process new in game resources</li></ul></li><li>• Elemental War of Magic (Win32), Elemental Fallen Enchantress (Win32), The Political Machine 2012 (Win32)<ul style="list-style-type: none"><li>○ Facebook integration using libCurl and the Facebook Graph API to allow account linking, user authentication, and screenshot sharing</li><li>○ Steamworks integration to allow purchase reminders for newly released DLC</li><li>○ Co-developed tactical battle system</li></ul></li><li>• Co-developed tetris based remote programming test</li><li>• Developed new interview standards and in person programming test</li><li>• Advocated division wide code standards and version control modernization</li></ul>	Stardock Entertainment, Plymouth, Michigan October 2009 - Present