

# Mathew Mason

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Specialties: C++, Python, Game Development and Gameplay Programming

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## Experience

November 2013-  
Present

### **Backflip Studios, Engineer**

DragonVale

*iOS, Android, C++, Objective-C, Java, Python, Ruby, Bash, Node, App Engine, Mercurial*

- Gameplay and tools programmer on established project using in-house engine
- Developed fire phone launch version of game, featuring head tracking
- Converted build system to be incremental
- Wrote designer and engineer facing tools for data editing, and event scheduling
- Worked closely with designers on frequent feature and content releases
- Improved development iteration time, helped to optimize user login and server requests

October 2009-  
October 2013

### **Stardock Entertainment, Game Developer**

Dead Man's Draw, Cancelled Mobile Project

*iOS, C++, Objective-C, Python, Cocos2d-x, Subversion, Git*

- Established mobile team
- Worked as lead gameplay programmer on new projects using open source engine
- Developed UI on top of engine UI for buttons, scrolling views, and message boxes
- Implemented in app purchase API and in game storefront for consumable game items
- Developed asset pipeline

Sins of a Solar Empire: Diplomacy, Sins of a Solar Empire: Rebellion

*Win32, C++, C#, Python, NAnt, MS SQL, Perforce, Mercurial*

- Developed expansion packs from start to release for existing property using proprietary game engine for external partner (Ironclad Games)
- Co-developed shadow mapping for updated renderer
- Established automated build process, maintained client and server releases
- Enhanced administrative tools for MS SQL backend
- Integrated Steam account system into existing multiplayer account infrastructure

Elemental: War of Magic, Fallen Enchantress, The Political Machine 2012

*Win32, C++, C#, CVS, Subversion*

- Worked on various release stages of products using in-house engine
- Integrated Facebook authorization and screenshot sharing into engine using in game UI, steamworks, ASP.net, and libCurl
- Co-developed tactical battle system

In addition, I pushed for reform on standards, version control, and hiring practices

## Education

May, 2009

**B.S., Computer Science** Michigan State University

**B.A., Telecommunication, Information Studies and Media** Michigan State University

*Specialization in Game Design and Development*

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