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