512 Factory St.
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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	Michigan State University May, 2009
Skills	Advanced Proficiency: C++, Object Oriented Design, Version Control Systems Intermediate Proficiency: C, C#, Objective-C, Lua, Python, PowerShell, Scrum, 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)
    - Added new game play systems to large existing codebase
    - Developed and maintained release and deployment scripts and tools
    - Updated .NET based server backend
    - Integrated Steam account system into existing multiplayer infrastructure
- Unannounced Project (iOS)
    - Developed game play systems from the ground up using the open source Cocos2d-x game engine
    - Responsible for UI widget development, heavy code refactoring, and performance optimization
- Elemental War of Magic (Win32),
  Elemental Fallen Enchantress (Win32),
  The Political Machine 2012 (Win32)
    - Facebook integration
    - Steamworks integration
    - Miscellaneous game play system additions and improvements to decade old codebase
- Used a variety of languages and technology
- Helped institute hiring reform and updated development practices

Misc. Interests

- Working on personal projects
- Learning new technologies and APIs
- Modern fiction and new media