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Mathew Aaron Mason
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Secondary Address
14918 Shirley
Warren, MI, 48089

Objective	To advance my skills as a software engineer through work on exciting and challenging projects.

Education

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

- Specialization in Game Design and Development
- CSE 335, Software Engineering
- CSE 491, Fundamentals of Game Development
- TC 498, Collaborative Game Design

Skills

(X)HTML, CSS, JavaScript, ActionScript (Flash), PHP, C++, C#, .NET, XNA, OpenGL

Experience

Software Engineer — Reactor Zero, Ann Arbor, Michigan — May 2009-Current

- Designed and developed tools for use in simulation development
- Worked with third party APIs to implement physics functionality
- Responsible for maintaining database schemas and meeting government mandated deadlines

Development Intern — Sircon, Okemos, Michigan — January 2009-May 2009

- Fixed various bugs and issues with large,java based insurance software suites
- Responsible for adding minor features to current software
- Responsible for maintaining student software developed in cooperation with Sircon

Research Assistant — MIND Lab, Michigan State University — May 2008-May 2009

- Used XNA framework to implement game engine/systems for sexual education game
- Implemented in game system for animation blending
- Developed custom shaders
- Managed logic for camera systems
- Developed installer for current and future projects

Activities

Spartasoft, Student Game Development Club

- Held Public Relations and Secretary offices
- Led multiple teams of varying skill levels through several extracurricular game projects

Misc. Interests

- Learning about/trying new technologies
- Working on personal projects
- Modern fiction and new media