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| Education | B.S. Computer Science and Engineering | Michigan State University | | |
|  | B.A. Telecommunication, Information Studies and Media | | May, 2009 | |
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| Skills | Proficient: C++, Object Oriented Design, Version Control Systems  Past Experience: C, C#, Objective-C, Lua, Python, PowerShell, HTML, XML, SQL, JSON, NAnt | | |  |
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| Experience | Game Developer   * Sins of a Solar Empire: Diplomacy (Win32), Sins of a Solar Empire: Rebellion (Win32), Sins of a Solar Empire: Rebellion Forbidden Planets DLC (Win32)   + 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)   + 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)   + 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 | |