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| School Address  144 Highland, Apt. 204  East Lansing, MI, 48823 | **Mathew Mason**  Email: [masonm12@msu.edu](mailto:masonm12@msu.edu)  Phone: 586.215.9824 | Permanent Address  14918 Shirley  Warren, MI, 48089 |

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| Objective | To obtain a full time position as a software engineer. | | | | | |  |
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| 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 * CSE 472, Computer Graphics * CSE 471, Media Processing * TC 445, Digital Game Design * TC 455, 3D Game Design * CSE 440, Artificial Intelligence | | | | | |  |
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| Skills | (X)HTML, CSS, JavaScript, ActionScript (Flash), PHP, C++, C#, .NET, XNA, OpenGL | | | | | |  |
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| Experience | Research Assistant | | MIND Lab, Michigan State University | | | | |
|  | * 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 | | | | | Spring 2008-Current | |
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|  | Student Programmer | BRIC, Michigan State University | | | | | |
|  | * Developed server and client side modules for informatics system * Maintained legacy code * Implemented designs for upgrades to current systems * Prototyped and tested new technologies and implementations * Collaborated with a team to integrate my work with that of many others | | | | Fall 2007-Summer 2008 | | |
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| Activities | Spartasoft, Student Game Development Club | | | |  | | |
|  | * Active member of club for three years * Held Public Relations and Secretary offices * Led multiple teams of varying skill levels through several extracurricular game projects | | | |  | | |
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| Misc. Interests | * Learning about/trying new technologies * Working on personal projects * Modern fiction and new media | | | |  | | |