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| Primary Address  144 Highland, Apt. 204  East Lansing, MI, 48823 | **Mathew Aaron Mason**  Email: [masonm12@gmail.com](mailto:masonm12@gmail.com)  Phone: 586.215.9824 | Secondary Address  14918 Shirley  Warren, MI, 48089 |

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| Objective | To advance my skills as a software engineer through work on exciting and challenging projects. | | | | |  |
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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 * TC 498, Collaborative Game Design | | | | |  |
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| Skills | (X)HTML, CSS, JavaScript, ActionScript (Flash), PHP, C++, C#, .NET, XNA, OpenGL | | | | |  |
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| Experience | Software Engineer   * 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 | Reactor Zero, Ann Arbor, Michigan  May 2009-Current  Sircon, Okemos, Michigan | | | | |
|  | * 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 | | | | January 2009-May 2009 | |
|  | 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 | | | | May 2008-May 2009 | |
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| Activities | Spartasoft, Student Game Development Club | | |  | | |
|  | * 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 | | |  | | |