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| Primary Address  306 Becket Dr., Apt. 4  East Lansing, MI, 48823 | **Mathew Aaron Mason** | Email: [masonm12@gmail.com](mailto:masonm12@gmail.com)  Phone: 586.215.9824 |

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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 | | | | 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 | C++, C#, .NET, XNA, OpenGL, HTML, CSS, JavaScript, PHP | | | | |  |
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| Experience | Game Developer   * Developed games using C++ * Implemented gameplay logic * Debugged existing code within multiple game engines * Responsible for independent design and balance decisions * Dealt with public response to multiple products   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 | Stardock Systems, Plymouth, Michigan  October 2009 - Present  Reactor Zero, Ann Arbor, Michigan  May 2009-October 2009  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 * Managed logic for camera systems * Developed installer for current and future projects | | | | May 2008-May 2009 | |
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| Misc. Interests | * Working on personal projects * Modern fiction and new media | | |  | | |