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Mathew Aaron Mason

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Objective	To advance my skills as a software engineer through work on exciting and challenging projects.		
Education	B.S. Computer Science and Engineering B.A. Telecommunication, Information Studies and Media	Michigan State University May, 2009	
Skills	C++, C#, .NET, XNA, OpenGL, HTML, CSS, JavaScript, PHP		
Experience	Game Developer	Stardock Systems, Plymouth, Michigan October 2009 - Present	
	<ul style="list-style-type: none">Developed games using C++<ul style="list-style-type: none">Elemental: War of MagicSins of a Solar Empire: DiplomacyDebugged existing code within multiple game engines		
	Software Engineer	Reactor Zero, Ann Arbor, Michigan May 2009-October 2009	
	<ul style="list-style-type: none">Designed and developed tools for use in simulation developmentWorked with third party APIs to implement physics functionalityResponsible for maintaining database schemas and meeting government mandated deadlines		
	Development Intern	Sircon, Okemos, Michigan January 2009-May 2009	
	<ul style="list-style-type: none">Fixed various bugs and issues with large, java based insurance software suitesResponsible for adding minor features to current softwareResponsible for maintaining student software developed in cooperation with Sircon		
	Research Assistant	MIND Lab, Michigan State University May 2008-May 2009	
	<ul style="list-style-type: none">Used XNA framework to implement game engine/systems for sexual education gameManaged logic for camera systemsDeveloped installer for current and future projects		
Misc. Interests	<ul style="list-style-type: none">Working on personal projectsModern fiction and new media		