

Matthew Presson

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SUMMARY

Dedicated and passionate student pursuing a Master's degree in Game Development. Seeking an internship or entry-level position that offers the opportunity to apply strong programming, problem-solving, and creative design skills in a professional environment. Eager to contribute to innovative projects while continuing to learn and grow in areas such as shader programming, enemy behavior trees, and UX/UI scripting.

EDUCATION

Duke University, Pratt School of Engineering

Durham, NC

Game Design, Development, and Innovation | GPA (TBD)

August 2025 – May 2027

Relevant Coursework: Fundamentals of Game Development, Critical Analysis of Video Games, Programming for Game Development

North Carolina State University, College of Engineering

Raleigh, NC

B.S. Computer Science and B.S. Mathematics | GPA 3.8

August 2021 – May 2025

Relevant Coursework: Game Engine Foundations, Computer Graphics, Foundations of Interactive Game Design, Building Game AI, Computational Visual Narrative

SKILLS

Unreal Engine 5, C/C++, Unity, Python, Java, JUnit, HTML, CSS, JavaScript, SQL, REST, GIT, Game Design, Technical Communication, Leadership Experience, Software Project Management

WORK EXPERIENCE

The Intellimedia Group | Raleigh, NC

May 2024 – May 2025

Undergraduate Research Assistant

- Adapted, designed, and programmed game projects to meet new requirements for educational deliverables
- Lead lessons for middle schoolers on machine learning algorithms and training techniques
- Developed a curriculum for summer camps that effectively educates and engages students

ASPSA Tutoring Center | Raleigh, NC

October 2023 – May 2025

Student Athlete Tutor

- Guided lessons and review sessions in various NC State course curricula, especially math and science
- Assisted student athletes in developing effective studying techniques and problem-solving strategies

Zebra Robotics | Raleigh, NC

January 2023 – July 2023

Coding Instructor

- Guided students through lessons in various programming languages e.g. HTML, JavaScript, and Python
- Debugged student code, resolved connection issues, managed software updates, and organized student file systems
- Administrated daily lessons in computer science and robotics for large groups of students