Matt Miholics

Game & Web Developer

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EDUCATION

BS Game Design | MS User Experience & Interactivity Design
Drexel University

09/2019 - Present   *GPA : 3.73*

WORK EXPERIENCE

Web Devolpment Co-op
Southeastern Pensylvania Transportation Authority

03/2022 - 09/2022

Achievements/Tasks

- Helped transition SEPTA's main website, septa.org, to WordPress
- Daily updates to SEPTA's homepage as well as alerts and advisories for SEPTA's 100+ transit routes
- Helped edit and publish online content for a major brand deal for SEPTA's first station in 25 years

Game Developer
Drexel University

03/2021 - 09/2021

Achievements/Tasks

- Worked with a team of eight using Perforce to create and store assets for use by other students
- Created and reported progress on twenty versions of game-ready assets in a timely manner
- Lowered production time between iterations by around 3 hours

Lead Server/Bartender
The Club At Shannondell

12/2018 - 03/2022

Achievements/Tasks

- Took over 40 calls a shift during contactless service
- Maintain relations with residents while providing quick and friendly service
- Train new employees over five shifts regarding dining room conduct and procedures

SKILLS

Maya   Unity   Substance Painter   ZBrush   Unreal Engine   Photoshop   Illustrator   Premier Pro   Audition   Final Cut Pro X   C#   C++   Python   HTML   CSS   JavaScript   Typescript   SCSS   Angular   Perforce   GitHub   Microsoft Office Suite

PROJECTS

Abducted Monkeys - 3d Artist & Web Developer (04/2022 - Present)

- Modeled and rigged animals for the farm level
- Created content and deployed company website

Grapple Grub - Tech Artist (09/2022 - Present)

- Implemented and standardized assets from the teams five artists
- Manage the 10 person teams Perforce depot

ORGANIZATIONS

Entrepreneurial Game Studio (03/2019 - Present)

Drexel SIGGRAPH (03/2019 - Present)

AWARDS

Dean's List, Drexel University
Fall 2019, Winter 2019, Winter 2020, Fall 2021, Winter 2021

LANGUAGES

Japanese
Limited Working Proficiency

Spanish
Limited Working Proficiency

RELIVANT COURSEWORK

Realtime Visualization   Animation I   Design for Media I   Design for Media II   Figure Drawing   Programing I   Character Animation for Gaming   Animation I