

Matthew Wang

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I'm Matt, a game designer, programmer, audio designer, and composer. I sometimes go by Matt Mora.

I consider myself to be a generalist, and I love rapid prototyping and learning new tools. I'm especially interested in expressive systems, experimental games, and web games.

SELECTED PROJECTS

goodbye.monster Ongoing

Designer, Engineer, Audio & Music Lead in a team of 4

- ♦ A text-based adventure pet game for web browsers that explores fleeting connections, indirect communication, and the web page as a space.
- ♦ IGF 2024 finalist for Best Student Game and Honorable Mention for the Nuovo Award and to be featured at the Experimental Games Workshop at GDC 2024.

Slime Forest 2023

Engineer, Composer in a team of 4

- ♦ A JRPG-inspired combat system prototype in which the player controls several slime characters trying to survive.
- ♦ Acted as solo Unity engineer, implementing art and designs from my team.

Horizon 2023

Solo

- ♦ An incremental game about the math and physics of long-distance, high-speed space travel.
- ♦ Made for web browsers with Node.js and Svelte.

The harrowing life of the violet snail & other one-week games 2022

Solo

- ♦ An interactive reading and visualization of an article by Dr. Rebecca Helm at Georgetown University about a species of sea snail.
- ♦ One of many small games and prototypes, each made within one week, which are all available one [my itch.io page](https://my.itch.io).

WORK

Research Specialist / Electronic Music Designer 2019-2021

Princeton University, Department of Music

- ♦ Collaborated with music department faculty Dan Trueman and Jeff Snyder on the design and development of various digital and electronic instruments.
- ♦ Worked on embedded audio firmware with special attention to optimization.
- ♦ Assisted in the direction and organization of the Princeton Laptop Orchestra, involving the prototyping, testing, and realization of experimental musical works.

SKILLS

Experienced

Unity, C#,

Git, GitHub, Notion,

Systems Design, Prototyping,

JavaScript, HTML, CSS,

Node.js, Svelte,

Excel, Google Sheets,

Audio Editing, Max/MSP,

Ableton Live, Audacity,

Music Composition

Working Knowledge

React,

Python,

2D Animation,

Aseprite,

DaVinci Resolve

EDUCATION

MFA in Game Design

NYU Tisch School of the Arts

Class of 2023

BA in Music & Certificate in Applications of Computing

Princeton University

Class of 2019