

# MATTHEW WAGAR

## TECHNICAL ARTIST - GAME DEVELOPER

[WWW.MWAGAR.COM](http://WWW.MWAGAR.COM)

(203)505-5806

[MATTYWAGAR@GMAIL.COM](mailto:MATTYWAGAR@GMAIL.COM)

---

### EDUCATION

#### Drexel University - Philadelphia, PA

September 2014 - June 2019

Bachelor of Science in Computer Science  
Concentration in Video Game Development  
Minor in Animation and Visual Effects  
Minor in Virtual Reality and Immersive Media Design

### SKILLS

#### Programming

- C / C++ / C#
- Javascript / HTML5
- Python
- Java

#### Game Development Tools

- Unity3D
- HLSL/ Cg / Shader Lab
- OpenGL / WebGL
- Vuforia

#### Art Tools

- Houdini
- Maya
- Adobe Creative Suite
- Motion Builder / Vicon Blade

### EXPERIENCE

#### Night Kitchen Interactive – Philadelphia, PA

March 2018 - September 2018

Unity3D Developer

- Developed Augmented Reality experiences for Cultural Institutions in Unity and Vuforia
- Designed UI and UX for AR Experiences in Adobe Illustrator
- Constructed a Model View Controller architecture within Unity3D so that UI Components modular and event based

#### KieranTimberlake - Architecture Firm – Philadelphia, PA

March 2017 - September 2017

Front-End Web Developer

- Led front-end development for an enterprise-level web app called Roast™ that surveys overall comfort of employees in a work space
- Contributed in design meetings on crucial UI and UX decisions
- Collaborated with a graphic designer, back-end programmer, software architect, and project manager

#### National Board of Medical Examiners – Philadelphia, PA

March 2016 - September 2016

Front-End Web Developer

- Developed an enterprise-level web app that grades physician's "Doctor-Patient Relationship" skills
- Worked in an Agile Development Environment
- Utilized UI Development practices such as Model-View-Controller architecture

#### Personal Projects

##### • The Story Graph

Independently developed a Node-Based Visual Scripting tool that is available on Unity Asset Store

##### • And The Crowd Goes Wild (Programmer / Technical Artist / Animator)

A VR Magic Show experience that uses the Leap Motion Gesture Tracking to cast magic on the audience

##### • BioShroom (Project Lead / Programmer / Technical Artist / 3D Generalist)

A first-person exploration game about a biologist on a foreign planet infested with mushrooms

##### • Hive Jive (Technical Artist)

A VR flying game where the player is a bee on a mission to pollinate the dying landscape