Matthew Selva

✉ mhselva@wpi.edu 📍 **Academic *(August - May):*** 32 Wachusett Street, Worcester MA, 01609

Analytical aspiring game developer with years of experience studying game design, and ongoing academic study. Enjoy working in group environments that allow creativity and ingenuity to shine. Would like to apply an intensive and successful education to future endeavors.

Education

Worcester Polytechnic Institute

BS in Interactive Media & Game Development | *BS in Computer Science* | Additional focus on *Writing*
- Expected Graduation Date: May 2022
- Charles O. Thompson Scholar, Dean's List (2018 - present)
- Member of Upsilon Pi Epsilon (Computer Science Honor Society)

Project Experience

Digital Game Design I *(March - May 2021)*
- Construction of a web-based puzzle game
  - Created individually using JavaScript
  - Accessible at the following link: *Slip N' Slide*

Technical Game Development *(October - December 2020)*
- Construction of a ASCII-based Game Engine
  - Created individually using C++
  - Used to create a simple sprite-based shooter game

Advanced Storytelling *(August - October 2020)*
- Construction of a story-based level in Unreal Engine 4

Software Engineering *(March - May 2020)*
- Lead UI designer for a pathfinding kiosk application for a local hospital
  - Worked with a group of 9 other students
  - Participated in daily scrum meetings following agile development guidelines

Storytelling in Interactive Media and Games *(March - May 2019)*
- Construction of an Alternate Reality Game
  - Worked with a group of 25 students
  - Playtested the game for two weeks with the group, focusing on puzzle mechanics

Skills

- Analytical Thinking
- Well Organized
- Strong Writer
- Adaptable
- Motivated
- Hardworking
- Determined
- Able to Build Relationships
- Able to Operate Under Pressure
- Experienced with UX Design

Technical Skills: Unity, Unreal Engine 4, Ren'Py, Java, JavaScript, Python, C, C++, C#, HTML, CSS, Microsoft Office Suite, Adobe Photoshop, Adobe FrameMaker, REAPER