

# Matthew Selva

**E-Mail:** [mhselva@wpi.edu](mailto:mhselva@wpi.edu) | **Portfolio:** <https://mhselva.github.io/>

**Address:** 14 Calvin Circle, West Springfield MA, 01089

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 in JavaScript
  - Playable at the following link: [Slip N' Slide](#)

### Technical Game Development (October - December 2020)

- Construction of a ASCII-based Game Engine in C++
  - Used to create a simple sprite-based shooter game

### Technical Game Development II (March - May 2022)

- Construction of a third person castle defense game in Unreal Engine 4
  - Acted as the lead Level Designer and Environmental Programmer
  - Worked with a group of 4 other students

### 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
  - Participated in daily scrum meetings following agile development guidelines
  - Worked with a group of 9 other students

### Visual Novel Major Qualifying Project (August 2021 - May 2022)

- Individually created and programmed a polished Visual Novel using Ren'Py and Python

## Skills

- Analytical Thinking
- Well Organized
- Strong Writer
- 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#, HTML, CSS, Microsoft Office Suite, Adobe Photoshop, REAPER