

# MATTHEW S. KELLY

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## CAREER OBJECTIVE

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I am currently a gameplay systems designer and George Mason University Game Design and Computer Science student seeking employment and/or an internship position where my experience will play an integral role in furthering long-term mutual growth and success.

## EXPERIENCE

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### **Lambda Leonis**, Remote

*Systems Designer*, January 2018– Present

- Lead Systems Designer on an unannounced multiplayer survival first person shooter
- Responsible for creating comprehensive design documents that are used to implement core gameplay features

### **Mesozoica**, Remote

*Junior Systems Designer*, October 2017 – January 2018

- Responsible for various gameplay systems for the Steam-released game, Mesozoica
- Created various system design documents, while communicating with programmers to ensure that everything worked with their pre-existing systems

### **Virginia Serious Game Institute**, Fairfax, Virginia

*Quality Assurance Intern*, May 2017 – August 2017

- Responsible for testing for bugs in multiple projects
- Responsible for regression testing through JIRA

### **MARi (Carney Labs)**, Fairfax, Virginia

*Software Engineer Intern*, May 2016 – July 2016

- Responsible for programming tasks relating to back end web development using Django Framework
- Responsible for front end web design programming using CSS, JavaScript, and HTML
- Used GIT for Version Control
- Attended weekly Agile sprint meetings

### **GADIG**, George Mason University Fairfax, Virginia

*President*, August 2017 – December 2017

*Vice President*, August 2014 – July 2017

- As President of GADIG, George Mason University's Game Analysis and Design Interest Group, I led a group of more than 50 students in the creation of unique games, while teaching various aspects of development.
- Responsible for co-leading the Design Team in an effort to manage scope

## EDUCATION

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### **George Mason University**, Fairfax, Virginia

Major: Computer Game Design

Minor: Computer Science

August 2014 - Present

## SKILLS

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Systems Design, Level Design, Unity3D, Unreal Engine, C#, C++, C, HTML, CSS, JavaScript, Python, Java, Version Control, JIRA, Agile, Scrum, 3Ds Max, Maya, Leadership Skills, Windows, Mac OS, Linux