

Matt Peterson

Game Designer

<https://www.mpeterson.dev/>

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Redmond, WA

Innovative, analytical, and creative technical designer specializing in UX and user research and psychology. Tech-minded, enjoy programming and both back and front end development across multiple platforms and mediums. Well-rounded set of skills and abilities, perfectly suited to any kind of development environment.

Education

Bachelor of Arts in Game Design

Expected Graduation Fall 2022

DigiPen Institute of Technology - Redmond, WA

Cumulative GPA 3.78

- Dean's List Fall 2020, Spring 2021, Fall 2021, Spring 2022

AA in Graphic Design

Graduated March 2020

Platt College - San Diego, CA

Cumulative GPA 3.16

Bachelor of Arts in Game Art and Design

Attended until March 2019

Art Institute of California-Argosy University San Diego (Closed) - San Diego, CA

General Education in Digital Marketing and Psychology

Attended until April 2018

Santiago Canyon College - Orange, CA

Skills

Applicable skills:

- Unity
- Unreal
- C#/C++
- HTML/CSS
- JavaScript
- Python
- Graphic Design
- Rapid Prototyping
- Adobe Creative Suite

Academic Projects

Technical Designer & Character Design

Spring 2021

Omega Gladius – Action/Adventure

- Lead programmer, gameplay, character, and UX design.

Technical Designer & Gameplay Design

Fall 2021/Spring 2022

Shattered Soul – 2D Platformer

- Lead programmer, gameplay and systems design, analytics, research implementations.