Matt Peterson

Technical / UX Designer

https://www.mpeterson.dev/

(714) 809-6800   mpeterson.business@gmail.com   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

DigiPen Institute of Technology - Redmond, WA

• Dean's List Fall 2020 – Fall 2023

Graduated Fall 2023
Cumulative GPA 3.78

Associate of Arts in Graphic Design

Platt College – San Diego

Graduated March 2020
Cumulative GPA 3.16

Bachelor of Arts in Game Art and Design

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

Attended until March 2019

General Education in Digital Marketing and Psychology

Santiago Canyon College - Orange, CA

Attended until April 2018

Skills

- **Game development:**
  - 2D and 3D workflows
  - Unity, Unreal, Godot, GMS2
  - C#, Visual Scripting, GML
  - Full-stack developer

- **Digital media:**
  - Photoshop
  - InDesign
  - Illustrator
  - After Effects
  - Premiere

- **Web development:**
  - HTML/CSS
  - Javascript
  - React & Node Workflow
  - Frontend & Backend

- **Art and design:**
  - Blender, Maya, CAD
  - Substance Suite
  - Node based shader graphs
  - Digital 2D art
  - Print media

Game Development Projects

Technical Designer & **Character Design**   Spring 2021

Omega Gladius – 2D Action/Adventure (DigiPen Team Project)

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

Technical Designer & **Gameplay Design**   Fall 2021/Spring 2022

Shattered Soul – 2D Platformer (DigiPen Team Project)

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

Lead Programmer & **Gameplay Design**   Summer 2022

Olive Adventure – 2D Top Down Shooter (Pixel Game Jam 2022, 3rd Place)

- Lead programmer, gameplay, technical and systems design

Lead Programmer & **Gameplay Design**   Summer 2022

Draculad – 2D Platformer (MiniJam #118, 9th Place)

- Lead programmer, gameplay, technical and systems design

Quality Director & **Gameplay Design**   Fall 2022

CuBlight – 3D Roguelike (DigiPen Team Project)

- Technical documentation, user experience design, gameplay designer