**Matt Peterson**

Game Designer, Developer

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| mpeterson.business@gmail.com | https://mpeterson.dev/ | Redmond, WA |

# **Employment**

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| **Design Department – Course Material Development**  DigiPen Institute of Technology - Redmond, WA  *“Tools research and development for use by students and faculty (including the Unreal Editor for Fortnite, 3D Game Kit for Unity, and others). Creation of technical documentation, FAQs, How-to’s, and providing technical advice and consulting to aid in curriculum development for multiple courses.”* | Summer Semester 2024 |
| **Design Department – Teaching Assistant**  DigiPen Institute of Technology - Redmond, WA  *“Assisting design department faculty with evaluations and offering students auxiliary support in course material and design principles.”* | | August 2022 – August 2024 |

# **Education**

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| **Bachelor of Arts in Game Design**  DigiPen Institute of Technology - Redmond, WA  • Dean’s List Fall 2020 – Fall 2023 (Magna Cum Laude) | Graduated Fall 2023  Cumulative GPA 3.81 |
| **Associate of Arts in Graphic Design**  Platt College – San Diego | Graduated March 2020  Cumulative GPA 3.16 |

# **Skills**

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| * **Game Development:**   + 2D and 3D workflows   + Unity, Unreal, Godot, GMS2   + C#, Python, Visual Scripting   + Multi-Specialization | * **Web Development:**   + HTML/CSS   + Javascript   + React & Node.JS workflow   + Frontend & Backend |
| * **Digital Media:**   + Photoshop   + InDesign   + Illustrator   + After Effects   + Premiere | * **Art and Design:**   + Blender, Maya, CAD   + Substance Suite   + Shader Graphs   + 2D/3D Asset Creation   + Print Media / Design |

# **Software Development Projects**

**Backend/Frontend Web Development** 2022

HMM Health – Healthcare Assistance Program (Startup)

- Map system for regional healthcare lookup (backend/frontend)

# **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

**Solo Game Development (Capstone)** Fall 2023

Castle Climber REDUX – 2.5D Platformer (DigiPen Solo Project)

* Full-stack game development

**Programmer & Asset Implementation** Spring 2024

Big Time Crimepark – 2D Isometric Point-and-Click (Global Game Jam 2024)

* Character controller programming, art & animation implementation